

# Computer Entertainer

## the newsletter

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### THIS ISSUE...

Reviews Include:  
Dark Madness  
Championship Wrestling  
Duck the Duck  
Lov Monster Game  
...or C64  
...Europe  
...or Multi Systems  
...of Conquest  
...Atari  
...pace  
...or Amiga & ST  
...Apple  
...Kid  
...Fight  
...Champion  
...Nintendo  
...Boy  
...ro  
...Sega  
...ro Football  
...r Intellivision  
...and more!!

### TOP TWENTY

Sent Service (Mic/Co)  
Lider Board (Acc/Co)  
I'dball (Acc/Co)  
Ed's Tale (EA/Ap)  
Nan 18 (Acc/I)  
Eker II (Act/Co)  
CA Basketball 2on2 (Gam/Co)  
Eo N' Wrestle (Min/Co)  
Championship Golf (Gam/I)  
Hiltrator (Min/Co)  
Lither Goddesses (Inf/Ap)  
Lizard's Crown (SSI/Co)  
Lither Goddesses (Inf/I)  
World Karate Champion. (Epy/Co)  
Rible Madness (EA/Co)  
Cmmando (DE/Co)  
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Championship Baseball (Gam/Co)  
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### MING...

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### An Update on CDV...

Exclusive

Many of you recall an article in the pages of Computer Entertainer in March, 1986 entitled, *CD-ROM and Beyond...As We Tickle Your Imagination!* Well, we've received lots of phone calls and letters regarding some of the things brought up in that article and we feel it's time to bring you up-to-date in a medium which is continuing development right on the timetable we predicted back then. The area which is of greatest interest to you is CDV (CD Video) which is also being referred to now as CDI (CD Interactive). There's software under serious development right now with the first titles probably being available as soon as next Fall!

#### Tour London in Different Eras

The CD map of a city you're touring is being worked on; however, one of the first truly innovative CDI's in this genre is *Tour of London...Anywhere You Turn* (please note all titles are tentative in this article as we are still a year from release). Okay, you say...sounds okay if you're planning a trip to London, but if that's not in your plans, what's the point? Well, this is where the excitement of CDI takes over. This disk will feature the same tour in seven different eras! Imagine being able to tour London in the time of Dickens, Chaucer, or Shakespeare!! This disk should be on your dealer's shelves in time for Christmas '87 at a suggested retail of only \$24.95!

Other CDI's being developed include an interactive Classical disk (MSR \$17.95) where you'll be introduced to composers, styles of music, as well as terminology. For instance, perhaps a term such as *Andante* is used. Simply take your mouse and click on that word. You'll suddenly enter a new area where a definition is given, as well as a sampling of music which illustrates the term! It's a tremendous boon to anyone either studying classical music or anyone wishing to learn more on their own. Or, would you like to be able to see a World Map of ANY period in history? Simply indicate the time you wish to see and it will show you. You'll probably have the ability to indicate a time period where you can watch the borders change before your eyes as wars change borders, country names, etc. With a suggested retail of \$24.95 it's an incredible way to study world history. (We wish we had had some of these study aids when we were in school!) And, just for fun...we'll be able to go back to the 1950's and '60's to listen to our favorite music and DJ's of the time advertising some of the products of the time! The disk will feature 40 songs and approximately 240 commercial spots (the actual commercials) advertising everything from Brylcreem (a little dab will do you) to Edsel cars to...who knows! In order to keep boredom from setting in, everytime it's played, the sequence will be different. This one will be fun for those old enough to remember the commercials, as well as youngsters who've never heard them but will get a big laugh out of "the way things used to be"...and it should only cost about \$19.95.

#### Where Are They Coming From?

The obvious question is, who's working on these things??? Well, you'd be surprised at some of the big names already involved. Book publishers such as Random House and Simon & Schuster are involved to varying degrees. And, inevitably, some of the computer software firms have both feet in the water. We don't feel we can print their names as they have not publically announced their involvement; however, suffice to say, if you look towards Silicon Valley and think about a couple of the biggest names in entertainment software, you'll be on the right track! It's a natural for anyone already in interactive fiction for home computers. In addition, at least one software company which has a stronghold in educational software is already involved. And the list will keep growing as the excitement grows and the potential is seen. By the way, Stan Comyn, who is one of the men on the cutting edge of this technology (we talked about him in our last article) was recently featured on *Entertainment Tonight* regarding CDI. We believe you will start to see more of this type of coverage as the technology grows closer.

#### Stay Tuned!

We plan to keep our ears (and eyes) to the ground so we can be on the cutting edge of bringing you the news as it develops. This is not someone's pipe dream...it may have started that way, but doesn't all exciting new technology start with someone's futuristic vision?

## Critically Speaking...

### Atari XE/XL Compatible

**LORDS OF CONQUEST** (♦♦1/2♦♦♦1/2) is an electronic version of the board game, "Borderlands," a translation for Atari of a game that is already a hit in its original Commodore 64/128 version. Developed by Eon Software for *Electronic Arts*, this game for one to four players is a distillation of the emotional and socio-political underpinnings of warfare between territories, between countries—even between neighbors. To put it quite bluntly, it's a game of plotting, scheming, and power-grabbing. Using any of 20 maps ranging from North America to ancient Rome, the Middle East to the U.S. Civil War, players establish territories, develop resources, trade with each other, form alliances, and inevitably make war on each other. The object is total conquest, and any means of achieving it is acceptable. (As the line on the package says, "Nice guys get Madagascar.") Unlike most board games, though, this computer game is able to provide a wide variety of play options, and it keeps track of all the little score-keeping details for you. The options include a Map Maker to draw whole new territories to conquer, the ability to set chance at three different levels (affecting the importance of strategy on the outcome of the game), and the choice of difficulty levels. It's a great game for one--an option never available in strategic board games--but you'd better be prepared for a very tough computer opponent. As a game for two to four players, **LORDS OF CONQUEST** is exciting and lively, surpassing even the best of the board games based on territorial conquest. Graphics, the least important element in this game, are simple but colorful. (One to four players; Joystick; Disk.) Atari XL/XE version reviewed; also available for C64/128; coming for Apple II at \$39.95. Recommended. (MSR \$32.95)

## Critically Speaking...Apple II Compatible

**BEYOND PINBALL** (♦♦♦♦1/2), from *Prime-Ware Creations*, is billed as the first adventure pinball game and it is an interesting approach to the age-old favorite. Unlike the traditional game of pinball, your object is to score as few points as possible! There are four different room maze arrangements which you must direct your ball through (the mazes are drawn in the documentation so you can strategize) in order to reach the target in the last room. Your joystick can be used as either a stationary bat (it will swing 360 degrees in order for you to direct the ball in the correct direction), or a free bumper which you can maneuver around the room in order to direct the ball. Within the various rooms there are items which add to your score (what you don't want) such as the Forbidden Zone and point objects. As you move from room to room, you'll find indications of what score you'll get by exiting through the door (such as a -7 which is subtracted from your score to date). If, however, you find your ball heading back to the room you just left, you'll get no negative points on your way back out of the room. You must also look out for the Black Holes (indicated on the screen with a BH) as, if your ball falls in one, you'll find yourself displaced into another room. Instead of playing with point objects for your ball to hit, you can choose to play the "Time Interval" game in which you acquire one point for each time interval the ball is in play. There are four levels of play, with the most difficult having 11 room, 16 screens, 6 Black Holes and Forbidden Zones, and transport tubes (which take you back two rooms).

### Somewhat Lifeless Action

We were prepared to really like this game as it sounded like a very interesting off-shoot of the ever-popular game of pinball. While it is certainly a different treatment of the game, we found that the ball action seemed somewhat lifeless compared to Pinball games we've played on various computers in the past. Within the first couple of levels (we could barely get past the opening screen on the higher levels), the snap of the ball coming off the walls of the rooms were just not up to the speed we would have liked to see (perhaps, if you can become proficient in the high levels, the ball has better movement). The graphics are somewhat sparse with just the walls, a few dots portraying the point objects, a short "line" acting as your bumper, etc. Nothing there to thrill or dazzle the eyes. Included in the documentation is a demonstration and lesson, both of which are extremely helpful. By the way, the game features a "Low Scores" list. All in all, it's a very intriguing idea which just doesn't come to fruition in this version...especially at the high retail price! (one player; requires joystick, paddles, or pad)

Not recommended (MSR \$59.95)

## Ferrari Lends Its Name to Racing Simulation

Bullseye Software has received permission from Ferrari of Italy to use their name and logo on their newest simulation, **FERRARI GRAND PRIX**. Author Donald A. Hill Jr., who wrote the successful Macintosh program, Fokker Triplane Flight Simulator, has spent over ten months on his newest Mac program capturing the excitement of Formula One racing. You'll compete against two computer controlled racers, as well as being able to create a course via the race course toolkit. Retail is planned at \$59.95 (watch for our review shortly)

## Book Review

**BALANCE OF POWER** International Politics as Ultimate Global Game is written by Chris Crawford, who wrote the computer program of the same name (reviewed for Mac in December, 1985 and IBM version last month). This book, published by *Microsoft Press*, is the perfect companion piece for anyone who has gotten hooked on the program. It's also a fascinating book that stands on its own for those of you who haven't yet played the game of international politics.

### In-Depth Look

The book gives the reader an in-depth look as to the definition of research relating to such concepts as insurgency, coups, Findlandization, and political crises, as well as actual illustrations of real life historical events. Crawford, who holds a masters degree in physics, explains how he developed the game's algorithms and, in a highly fascinating chapter, explains the process of his designing the game (as well as the frustrating aspect of trying to get it published). A story which will warm the hearts of all you would-be published designers, you'll see how Crawford began the seeds of *Balance of Power* in 1979 when he started writing *Policy* for the Commodore PI. He then went to work for Atari where he spent 18 months designing *Excalibur*. The story moves on with some fascinating twists and turns as his determination to see his game reach the masses never ceased.

### A Great Companion Piece

For the *Balance of Power* junkie, this book offers a highly detailed chapter on strategies, as well as an "over-the-shoulder" session with Chris as he takes you through a sample expert-level game. We think this book to be highly informative, while written in a style which is easy to get through (don't let his education scare you...even if you can't follow his algorithm formulas, the book is written for all levels). As you know from our reviews of the computer program, we are big fans of the computer version. This book was a delightful surprise when it showed up in our mailbox and we found ourselves quickly reading through it. Anyone who has the software should not hesitate a moment before purchasing this book as it will entertain you, inform you, and do the best of all, help you become more proficient at the program's mechanics. It's available as an oversize paperback. Recommended (MSR \$10.95)

## New from Batteries Included

"THUNDER, The Writer's Assistant," has been very popular with owners of Atari ST computers. This month, Macintosh owners can make their writing tasks easier with their own version of THUNDER from Batteries Included. The program includes a 50,000-word spelling checker that works in three different modes, including an automatic correction of your most frequent errors. It also works as an abbreviation expander, with a variety of built-in conversions and the ability to expand your own personal short-cuts. For example, if you write a business letter, the program can expand "SYJJ" to "Sincerely, your Joe Jones." Quite a time saver! In addition, THUNDER contains a number of statistical functions, such as the ability to count words, sentences, and paragraphs, or determine the approximate reading level of the material you have written. For Amiga and AI 500, Batteries Included is working on CONTACT, a professional multi-media emulation program for communication with mainframe computers.

## Activision Offers Coupon Book

A coupon book containing 14 offers worth a total of \$245 is available from dealer displays and inside specially marked software packages in the entire Activision line (entertainment and educational software plus Personal Choice, Gamestar, Electric Drea, and Infocom). The coupons for free games, cash rebates, and other offers are redeemable until August 31, 1987.

### THE RATING SYSTEM:

4 SYMBOLS = EXCELLENT      2 SYMBOLS = FAIR  
3 SYMBOLS = GOOD            1 SYMBOL = POOR

♦ = ENTERTAINMENT PROGRAMS (1st set = quality of graphics; 2nd set = quality of game play and entertainment value)

◇ = APPLICATION PROGRAMS (1st set = quality of graphics; 2nd set = quality of performance and suitability of use in home)

NA - Not Applicable (i.e. all-text programs not rated for graphics)

## Critically Speaking...IBM Compatible

**OLD DUCK'S PLAYGROUND** (◆◆◆◆◆) from Sierra and Walt Disney Personal Computer Software features the irresistible Disney characters in a charming educational program with three skill levels for youngsters aged 7 to 11. Donald Duck is the star of the program, and he works at a series of jobs to earn money and purchase playground equipment for his nephews. Children develop matching skills while directing Donald to sort packages at Duck Airlines, toss fruit and vegetables in the correct bins at the Food Market, and stock the shelves at the Toy Store. Logical thinking skills are reinforced by directing Donald to control the delivery route of the Amquack Railroad. In addition, the concept of earning money for work is taught as Donald receives his pay for jobs completed. Change-making is also taught, since Donald uses his earnings to buy playground equipment. The arrangement of the playground equipment in the park is under the child's control, as is the activity of Donald's nephews in their new playground. Parents will be delighted with the self-motivating qualities of this carefully designed educational game, and kids will have lots of fun directing some of their favorite Disney characters. The graphics are stunning, and the combination of excellent play action with solid educational value make this program an excellent addition to the family software library. (MSR \$29.95) IBM PC/PCjr version reviewed; also available for Apple II, II+, IIx. Coming soon for Atari ST, Atari XL/XE. Recommended. (MSR \$29.95)

### Worth Mentioning....

**WEBSTER'S NEWWORLD WRITER** is a quality word processing program for IBM and compatibles, featuring a 114,000 word spelling checker and thesaurus. From Simon & Schuster, this is by far the best program of its kind we've seen for IBM. While it's best used with a hard disk drive, a simple two-drive system with 256k is sufficient to show you some of the powers of your computer and this program. You may decide to stop in the middle of writing a word to check correct spelling, as well as finding a better word to use in the document. In other cases, it's a snap to check the document after it has been fully written. Webster's spell checker works to a degree like Webster's, including a nice feature allowing you to display all unique words and to omit them from the display. In many cases we have been simply looking at the display, there were no incorrect words, just unusual ones. As always, you can add your own words to the dictionary.

**Webster's On-Line Thesaurus is a must!** You almost have to see this in action to get the full effect of its capabilities. In a given situation, you could have from one to twenty alternative words that would work as well, if not better, than what you have chosen previously. If the English language is somewhat perplexing for you, this program will surprise you. Standard features are search, copy block, move block, underline, boldface, align, print, copy mark, page jump, revise setup, hide symbols, etc. We were impressed with functions such as "Yo-yo to mark and back," and "Undo" -- both of which are almost self-explanatory. Each document can easily be saved, or saved to an earlier version, or saved as a text file only. One other extremely nice feature, although you'll probably disable it sooner or later, is the automatic help screens that pop-up after a certain length of inactivity. This is a very good way to teach yourself how to use this software! Webster's NewWorld Thesaurus is not copy-protected, and therefore easily installed on a hard disk. The documentation is clear and concise, and if you have ever had trouble with a word processor and spell checker before, you should have no trouble getting off to a quick start with this one. (MSR \$149.95)

### TERMINAL PROGRAMS....

With so many totally different terminal programs available, it's not surprising to spend \$100 to \$200 to feed your computer/modem connection, then subsequently find out that it won't do what you want. There are two first-class modem programs we'd like to recommend. One is a little costly, and one is free for the try.

**ASCII PRO for IBM and Apple** is a winner. ASCII must be installed for each computer, defining your modem, your CRT, etc. Once configured, ASCII PRO will boot with that configuration file. You may, however, change many of those parameters inside the program. You can upload/download using Ascii Protocol, XMODEM, and YMODEM with CRC. If you send text files (using Ascii Protocol) to a service where you will be prompted for each line (such as "1: ") then ASCII PRO has a great advantage over most others, it can look for a prompt. In the case above, you may tell it to look for the colon before sending each line. ASCII PRO has an excellent Macro File Program, as well as two on-line help menus and

status screen. With some differences, ASCII PRO for IBM and ASCII EXPRESS for Apple II are, for all practical purposes, the same program. (various versions of Ascii Express run from about \$150-\$200).

#### Upgrade

Just as we are mentioning ASCII Express for Apple, United Software of Canoga Park, CA, has announced an upgrade in the form of Ascii Express MouseTalk, for the GS, Apple IIe and IIc. While the MouseTalk design provides users with a Mac-like program interface not found in previous telecommunications packages, as well as features like pull-down menus, it also contains a built-in visual text editor and a sophisticated macro system that frees less experienced users from having to understand the intricacies of the command set in order to take full advantage of the programs' capabilities. In addition, users who prefer the keyboard to the mouse can use keyboard commands as an alternative. The ASCII Express MouseTalk also offers terminal emulation, accommodates data transfer speeds up to 19,200 bps and is compatible with all popular external modems.

#### User Group Updates

For existing registered owners of ASCII Express "The Professional" ProDOS or DOS 3.3 versions, a special group update pricing policy is being offered.

#### Fabulous Shareware for IBM

In the shareware market is a program for IBM and compatibles called PROCMM. PROCMM24 (the latest version) is available on many Bulletin Boards, as well as pay services such as CompuServe and GENie. As a shareware program, you are encouraged to copy and distribute this software to your friends. If you find the product to your liking, you are asked to send \$25 to the authors. Like ASCII PRO, PROCMM can upload/download using Ascii Protocol as well as XMODEM, Kermit, Telink, MODEM7, YMODEM and YMODEM Batch. PROCMM does not have a built-in editor, which is, in some ways to its advantage. If you have ever had a modem program with an editor you couldn't stand using, this is the answer to your prayers. PROCMM lets you configure for any editor you wish to use. Just have your editor on the same disk, or a disk in another drive, and the ALT-A command will bring it to you. Exit the editor and you are back in PROCMM. There is also a "DOS Gateway" in PROCMM which allows you to jump to MS-DOS or PC-DOS where you can perform disk utilities, etc., then type 'EXIT' at any DOS command point and you once again jump back to PROCMM. A Dialing Directory lets you choose from 100 different numbers AND configurations (stop bits, duplex or echo, etc.) and the ALT-D will bring up that menu. You may dial a number, revise a number, delete a number, find a number, or choose to manually dial a number at that point. We reviewed PROCMM version 2.4, and we're aware of constant upgrades in the program. PROCMM is also available as a shareware program for Macintosh and Apple II (not reviewed.) If you'd like more information on PROCMM, write: PIL Software Systems, P. O. Box 1471, Columbia, MO 65205

**THE PRINT SHOP COMPANION** (0001/20000) from Broderbund is a must for any owner of the IBM version of THE PRINT SHOP. The Companion expands the original program dramatically, adding 12 new fonts, 50 new borders, and 24 new graphics. And that's just the beginning! The program also includes graphic, border, and font editors, a creature maker, and a calendar maker with weekly and monthly formats. Color printing is now possible, too. (Requires Epson JX-80, Okidata 292, Juki 5510, or C. Itoh 8510 SCP printer.) If you thought THE PRINT SHOP was a really good program already, wait 'til you explore all the new possibilities with THE PRINT SHOP COMPANION! (For IBM PC/PC AT/PC XT/PCjr and 100% compatibles; requires 128K.) Also available for Apple II (\$39.95); for Atari XL/XE and Commodore 64/128 (\$34.95). Recommended. (MSR \$49.95)

**GETTYSBURG: THE TURNING POINT** (◆◆◆◆◆) from Strategic Simulations Inc. has now been released for IBM, joining previous versions for Apple, Atari, and Commodore. Ideal for strategic wargamers who are Civil War buffs, this simulation covers one of the most famous battles of that war in versions for beginning, intermediate and advanced players. (There is even a tutorial for first-timer wargamers.) The game uses essentially the same system as "Battle of Antietam" by the same authors (David Landrey and Chuck Kroegel), and historical accuracy is its foundation. (Solo or 2-player alternating; Keyboard; Graphics adaptor required.) IBM PC/PCjr version reviewed; also available for Apple II, Atari XL/XE, Commodore 64/128. Recommended. (MSR \$39.95)

#### MOVED???

Don't forget to tell us so you don't miss any issues. Send us your new address, along with your old zip code and subscriber number (the last FOUR digits of your mailing label) and we'll do the rest!

## Critically Speaking: Amiga/Atari ST Compatible

**DEEP SPACE** (♦♦♦1/2♦♦) by *Psygnosis Ltd.* of Great Britain is a 3D action-strategy game set in outer space. You command a Strix fighter, a long-range raider, complete with on-board computer, weaponry, full spacecraft control, and more. Your main objective is to earn credits to buy more energy, weapons, etc., in order to survive. You must negotiate meteor clusters and storms, clear minefields, steal satellites, and travel through five systems to reach your goal in the Vexon System where the Vexon Mothership is. (It is awesome!)

### Like a "Super Star Raiders"

This game is a sort of "Super Star Raiders"--reminiscent of the classic space game, but with many more features and more realism. The view from the cockpit shows stars rushing by, some brighter than others, some smaller, and some moving at different speeds. As you travel through space, an alarm sounds its warning of an approaching enemy ship. It zips by, firing a stream of torpedoes. Some enemy ships rotate 360 degrees as they move--just like watching "Star Trek" on TV! At one point I was under fire from three ships rotating in formation, and they get fiercer as you improve. Once you blast an enemy ship, you must activate your Auto Scoop to pick up pieces of the ship, retrieving equipment and even the alien lifeform for credits. With enough credits, you can summon an Agency drone for refueling, repairs, or a Quark bomb (a necessity when it's time to destroy the Vexon Mothership. Altogether, this is a very complex game that is difficult to master. (I've barely gotten out of the first system alive.) Even the controls are complex, permitting the use of mouse or joystick along with the keyboard.

### Full of Bugs...

**DEEP SPACE** has beautiful graphics and adequate, though not outstanding, stereo sound effects. The game itself is challenging and appealing, but--and this is a very big "but"--it is loaded with bugs. Upon returning to home base or running out of energy, you see a status screen and then re-enter deep space. After the point of re-entry, the disk begins spinning in the drive although there is no reading or writing to the disk occurring. This continuous spinning is annoying, and it probably doesn't do the drive any good, either. At other times in the game, the sound effect of your guns' firing continues long after you stop shooting. The only way to stop the sound is to re-boot the disk. There are other problems, too, causing what could have been a three-and-a-half or four-star rating to be downgraded. Whether the program was rushed to market too soon, or is too heavily copy-protected, or has some other difficulty, it cannot be recommended because of the problems. Unfortunately, the only address provided for the company is in Liverpool, England, making replacement of the disk a bit of a problem. The game has great potential, so we can hope that a revised version will become available. (Solo play; 512K; Mouse &/or joystick & keyboard.) Available for Amiga and Atari ST.

Not recommended. (MSR \$44.95)

--Cal Chen

**ARENA** (♦♦♦♦/♦♦♦♦) by *Psygnosis Ltd.* of Great Britain is an arcade-style game featuring six sporting events: 100-meter run, long jump, shot put, javelin, pole vault, and high jump. Up to four players can take turns at the various events, all of which can be controlled only through the keyboard. Two groups of "energy" keys are designated on each side of the keyboard. Keys are pressed in alternating right-left pairs to build speed, while the spacebar activates jumping or throwing. Timing and reflexes are extremely crucial on all events, and it's awfully easy to overshoot the foul line until you get some practice.

### Outstanding Graphics and Animation

**ARENA** gives Epyx's "Winter Games" real competition. The graphics and animation in **ARENA** are among the best I have seen on any computer for this type of program. The figures are larger than usual and finely shaded to make them extremely lifelike. Movement is very smooth and cartoon-like in everything from waving flags to the athlete's jump over a bar. Digitized sound is used for the crowd noise and even the blast of the official's starting gun. The sense of realism is heightened further by other athletes practicing in the background while you compete in your event. Split screens are used to show your results in events such as the javelin throw and shot put--just like watching "Wide World of Sports!" An official appears after each of your attempts, and he usually insults your poorer efforts. (This got a little annoying after a few times.)

### No Warranty?

Nowhere in the manual for this game is there any statement of warranty. Since *Psygnosis* is located in Liverpool, England, this might present some problems in the case of a defective disk. Fortunately, **ARENA** seems to be bug-free, unlike **DEEP SPACE**, which is also reviewed in this issue. As a result, the player is free to simply enjoy the spectacular graphics and excellent sporting gameplay of **ARENA**, which is the way it should be. (1-4 players; 512K; Keyboard; Pause; Blank disk required for game-saving.) Available for Amiga and Atari ST. Recommended. (MSR \$34.95)

--Cal Chen

## Price Reductions from SSI

Strategic Simulations has reduced the price on nine "SSI Classics" to \$14.95 suggested retail. The titles are **EAGLES**, **FORTRESS**, **GEMSTONE WARRIOR** (Apple, C64, Atari XL/XE); **COMPUTER BASEBALL** (Apple, C64, Atari, IBM); **COMPUTER BISMARCK** (Apple); **WARP FACTOR** (IBM); **CYTRON MASTERS** (Apple, Atari); **GALACTIC GLADIATORS** (Apple, IBM); and **COMBAT LEADER** (Atari, C64). New SSI Games and Conversions New titles coming from SSI include **Warship** (MSR \$59.95 for Apple, Atari, C64), a strategic game of surface naval warfare in the Pacific from 1941-1945; **GEMSTONE HEALER** (\$29.95 for C64, Apple), an action-adventure sequel to "Gemstone Warrior"; and a **WARGAME CONSTRUCTION SET** (\$29.95 for Atari, C64) which lets you design your own wargames or play any of eight games on the disk. Scheduled conversions include **NORTH ATLANTIC '86** (\$59.95 for Macintosh), a simulation of a hypothetical Soviet-NATO confrontation; the multiple-character role-playing game of **PHANTASIE** (\$39.95 for Mac, Atari, IBM) and its sequel, **PHANTASIE II** (\$39.95 for Atari ST); plus two role-playing games for IBM, **SHARD OF SPRING** and **RINGS OF ZILFIN** (\$39.95 each). All of these titles have scheduled release dates, most of which can be found in our Availability Update. In development but not yet scheduled are a sequel to **WIZARD'S CROWN** and several new wargames (Shiloh, Napoleonic battles, World War II in the south Pacific). And there are lots more conversions on tap, including **WIZARD'S CROWN**, **ROADWAR 2000**, and **KAMPFGRUPPE** for IBM; **COLONIAL CONQUEST**, **SHARD OF SPRING**, **RINGS OF ZILFIN**, **ROADWAR 2000**, and **COMPUTER QUARTERBACK** for Atari ST; **PHANTASIE** for Amiga; **FIGHTER COMMAND** for 8-bit Atari; and **COMPUTER AMBUSH** and **QUESTRON** for Macintosh.

## "DeluxeVideo" Advanced User's Guide

Amiga owners who have returned the product registration card from their copies of "DeluxeVideo" to Electronic Arts will receive the new **DELUXEVIDEO ADVANCED USER'S GUIDE** at no charge. The 70-page booklet includes step-by-step tutorials on making animations, commercials, presentations, and interactive videos. The Guide also reveals advanced techniques developed by professional users of the program, including a field producer for the TV series, Entertainment Tonight. If you haven't already done so, this would be a good time to fish that little card out of your DeluxeVideo package and get it in the mail!

## Outline Processor for C64/128

Broderbund is filling a void in the Commodore 64 market with the release of **THINKING CAP**, a program which automatically organizes thoughts into outline format. The program handles up to seven different levels of information, with 16 subtopics within each level. Once you've established the categories, details can then be entered randomly under the appropriate headings. The program will automatically create the numbering format for an outline up to six pages long. Included in the documentation are five outline templates--for book reports, term papers, speeches, resumes, and business memos. The program, available this month, will retail for \$49.95.

## COMPUTER ENTERTAINER ONLINE

Subscribers of *Computer Entertainer* who have the use of a modem and terminal software can now call the 24 hour-a-day Hotline DataBoard Not only can readers download abbreviated reviews and software news you can usually beat the postal system by several days in some cases.

The Hotline Databoard also features the award-winning Newsbyte Online Computer News, updated weekly. A separate Hotline section offers online software merchandise ordering from Video Take-Out (software mail order.)

To access *Computer Entertainer* online, call 818-766-6442, with modem settings at 8-1-N, full duplex, and 300/1200/2400 baud operation. Once you are connected, press your <return> or <enter> key several times until you see the day's date displayed on your screen.

## Manage Your Finances on Atari ST

Monogram has announced an Atari ST version of **DOLLARS AND SENSE** (MSR \$99.95) for this month. This personal financial management program is a perennial best-seller in its existing version for IBM, Apple II, and Macintosh due to power and ease of use. Like the other versions, **DOLLARS AND SENSE** for the ST will allow the user to keep track of personal and business budgets, expenses, asset and income while having the ability to print checks and general detailed reports and graphs. The ST version makes use of windows, not copy-protected, and supports hard disk operation without requiring key disk.

## Critically Speaking...Apple Compatible

**WORLD KARATE CHAMPIONSHIP** (◆◆◆1/2 ◆◆◆1/2) from *Epyx* is an arcade-style action game centered around a martial arts tournament which is staged in eight international settings. The contestants have a repertoire of 16 karate moves, including authentic-looking kicks, leaps, and punches. The object is to have your martial artist win matches and move gradually from white to black-belt status. Between rounds, fighters must pass tests of skill to advance: breaking bricks with their heads or dodging flying spears and knives. In this new Apple version, one or two can play, with one player on joystick and the other on the keyboard in the head-to-head game. (C64 and Atari versions allow for two joysticks.)

### Variety of Fighting Moves

Although it lacks the mood-setting music of the earlier C64 and Atari versions, **WORLD KARATE CHAMPIONSHIP** is the best martial arts game for Apple II computers since Broderbund's "Karateka" or the hard-to-find "Competition Karate" from Motivated Software. The graphic edge still belongs to "Karateka" with its incredibly clean drawings, but the Epyx game is also quite pretty. However, the variety of fighting moves makes **WORLD KARATE CHAMPIONSHIP** more entertaining for action gamers over repeated playing sessions. And the Epyx game is far superior to Data East's "Karate Champ" and "Kung Fu Master." If you're looking for an enjoyable martial arts game, look no further! (Solo & 2-player competitive; Joystick &/or keyboard; Pause; 64K.) Reviewed on Apple IIe. Also available for Atari XL/XE, Commodore 64/128, IBM PC/PCjr; coming for Atari ST. Recommended. (MSR approx. \$40.00)

**JET** (◆◆◆◆◆1/2) from *SubLOGIC* has now landed in Apple II format. This very realistic flight simulator lets you control either of two supersonic jet fighters, the land-based F-16 Fighting Falcon or the carrier-based F-18 Hornet. The program contains a demo mode; free flight for sightseeing, aerobatics, and landing practice; a dogfight scenario against Soviet MiG-21 and MiG-23 aircraft; and a target strike game that lets you bomb objectives on the ground or at sea while avoiding surface-to-air missiles. **JET** can also load scenery from "Flight Simulator II" or any of the SubLOGIC Scenery Disks. It's a varied and challenging program that will appeal to flight simulation fans. The only thing we could wish for in this program is the addition of more sound effects for a greater sense of realism—admittedly difficult with the Apple II's limited ability to reproduce a variety of sounds. (Solo play; Joystick &/or keyboard; Pause; 64K.) Reviewed on Apple IIe. Also available for Commodore 64/128, IBM PC/PCjr. Recommended. (MSR \$39.95)

**ARCTICFOX** (◆◆◆1/2◆◆◆◆) is an absorbing game of strategy and futuristic tank warfare from *Electronic Arts*. According to the scenario, a group of alien invaders have landed in Antarctica, surrounding their base with a seemingly impenetrable force field. They must be stopped, because they are building oxygen converters to change Earth's atmosphere to something healthier for them but deadly to humans: a blend of ammonia, methane, and chlorine gas. Once again, the life or death of humanity rests in your hands. Your task is to destroy the enemy forces before they destroy you or succeed in converting all the oxygen. To complete this task, you are given control of an advanced tank designed especially for polar combat, the awesome **ARCTICFOX**.

### Controlling Arcticfox

Your monitor screen view is through the cockpit window of the Arcticfox, and the window is surrounded with a variety of instruments controlling the super-tank's impressive capabilities. Of course there is a radar screen, but it also doubles as the view from the guided missiles' on-board cameras. Other controls include a device for laying mines, aannon incliner to change your aim, and a "dig in" function that lets you bury Arcticfox in the snow for ultimate protection from enemy surveillance. The view through the cockpit window shows the frigid antarctic landscape, complete with landscape features such as crevices, ridges, and mountains. It also shows a variety of alien vehicles, installations, and aircraft, all rendered in 3D vector graphics style. The enemy has a wide range of tanks, reconnaissance devices, flying fighters, and floating mines. Your job is to avoid detection by alien reconnaissance, destroy their oxygen converters to buy extra time, wipe out as much of their weaponry as possible, and finally destroy their main fort.

### Strategy and Quickness

Playing this game well requires a combination of strategic thinking and quick reflexes. **ARCTICFOX** is a challenging game that is not easily won, especially at the highest skill level. The graphics, while understandably not as showy on Apple II as on the original Amiga version, are quite good. Gameplay is every bit as fascinating in the Apple version as it is in the original. (Solo play; Joystick &/or keyboard; Pause; 64K.) Reviewed on Apple IIe. Also available for Amiga; coming for Commodore 64/128. Recommended. (MSR \$39.95)

**THE COVETED MIRROR** (◆◆◆1/2◆◆◆1/2) is a graphics and text adventure from *Polarware/Penguin Software*. The theme of the game is a medieval quest to restore the Kingdom of Starbury to tranquility. These days the Kingdom is ruled by the evil Voar, who stole a {magical mirror from the good Wizard Mungistan. In h)shastic to escape, Voar broke the mirror and made off with only four of the five pieces. Those four pieces are enough to assure Voar of great powers, but he is greedy and wants the absolute power that will be his if he can recover the fifth piece. But Mungistan hid the fifth piece under a protective spell to await the coming of a champion who would be able to recover all five pieces and bring Voar to his downfall. You, of course, are to be that champion, but the beginning of your quest is not exactly auspicious. No sooner does the game begin than you are thrown into Voar's prison tower, where your first task is to escape. If only you can get the potion of invisibility, then you can escape Boris the Big and Bad along with Voar's other spics, actually beginning your search for the mirror shards.

### Enjoyable

**THE COVETED MIRROR** is standard adventuring fare that is enjoyable to play but not especially outstanding. However, it's worth noting that this program costs about half the typical price for an illustrated text adventure. The accompanying graphics, especially when played in the optional double hi-res mode, are up to the usual high Polarware standards. It is important to pay attention to these graphics, because the pictures sometimes contain clues not found in the text. Altogether, our reaction to **THE COVETED MIRROR** was decidedly neutral. There is nothing negative about the game, but it offered nothing that got us really excited about it, either. (Solo play; Keyboard; 64K.) Apple II version reviewed; coming for other systems. MSR \$17.95

## Japanese Arcade Games for C64/128

The U.S. divisions of two Japanese arcade giants, Konami and Capcom, have announced their first conversions of coin-op games for Commodore 64/128 computers. Konami plans an "Arcade Double Feature" with **RUSHIN ATTACK** and **YIE AR KUNG FU** on two sides of a single disk (MSR \$29.95). The first is a Rambo-style adventure in which the player, armed with a knife and plenty of courage, must find and rescue P.O.W.s on a mission that could end in Siberia. The second is a martial arts action game. Konami also plans to design original games and is considering conversions to Apple and IBM format. Capcom's first C64/128 entries are "1942" (World War II aerial warfare, carrier takeoffs and landings, with the objective to destroy Tokyo), **GUNSMOKE** (Western shoot-out), and **GHOSTS'N GOBLINS** (rescue a kidnapped princess while battling ghosts, zombies, dragons and more).

## Enhancing the Reading Experience

CBS Software has just released **LORD OF THE FLIES**, the first of a series of computer-aided packages, **THE NOVEL APPROACH**, designed to be used before, during, and after the reading of classic books. These are classroom-oriented programs for grades 7-12, packaged with teacher's guide and back-up disk. Their goal is to increase students' interest in reading, along with comprehension and critical reading skills. Additional titles in the series are **ANIMAL FARM**, **A TALE OF TWO CITIES**, **THE CALL OF THE WILD**, and Shakespeare's **ROMEO AND JULIET**. The programs are available for Apple II, IBM PC/PCjr, and Commodore 64/128 at a school price of \$59.95 each. More Educational Programs for the Classroom. Also new from CBS are more programs in their series designed to help students prepare for College Entrance Examination Board (CEEB) achievement tests. Aimed at grade levels 10-12, the programs include **CHEMISTRY ACHIEVEMENT I: MATHEMATICS OF CHEMISTRY**, **BIOLOGY ACHIEVEMENT II: REPRODUCTION AND DEVELOPMENT**, and **AMERICAN HISTORY ACHIEVEMENT IV: WORLD WAR II-PRESENT**. The programs for Apple II include a back-up disk, program guide, and test generator for teachers and provide intensive student review and practice in each subject area. School price is \$49.95 each.

## Christmas Promotion from IntelliCreations

IntelliCreations has announced a "Buy One, Get One Free" Christmas promotion for certain Datasoft titles, which will be available in specially marked packages of **THE NEVERENDING STORY**, **THEATRE EUROPE**, **MIND PURSUIT**, **CROSSCHECK**, **MERCENARY**, **221 B BAKER STREET**, **GUNSLINGER**, **VIDEO TITLE SHOP**, **ALTERNATE REALITY: THE CITY**, and **ALTERNATE REALITY: THE DUNGEON**. To qualify, you must purchase one of the games between Nov. 1, 1986 and Jan. 31, 1987. Return the enclosed card to IntelliCreations with proof of purchase and \$4.95 for shipping and handling to receive the game of your choice.

## Critically Speaking...IBM Compatible

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### WHERE IN THE WORLD IS CARMEN SANDIEGO?

(♦♦♦1/2♦♦♦1/2) is a delightful mystery game for ages nine to adult from *Broderbund*, and now it's finally available for the IBM family of compatibles. The game disk comes packaged with a World Almanac, which is integral to game play as a source of facts about various parts of the world. The object of the game is to capture Carmen and her gang of international thieves, who are stealing the world's treasures. To do this, the player must investigate clues and get enough information so that Interpol can issue a warrant before the thief escapes. Chasing each thief is like a game of trans-global tag with a time limit. Following the thief's trail closely means being able to determine which possible destination fits clues about the country's natural resources, currency, or flag. That's where the Almanac comes into play. Youngsters learn how to use a reference book, and players of all ages have the fun of learning interesting facts about the world's countries. The game is fascinating to play, and it's supported with colorful graphics, whimsical animation, and music. While it's a good solo game, it's especially enjoyable for family or classroom groups to solve the mysteries as a team effort. There's plenty of repeat playability, too, because of nearly 1000 clues, 30 cities, and 10 villains--no two games are the same. (Solo or group play; Keyboard or joystick; 128K and graphics adaptor required.) IBM PC/PC XT/PC AT/PCjr version reviewed on Leading Edge Model D. Also available for Apple II; for C64/128 at \$34.95.

Recommended. (MSR \$39.95)

### Critically Speaking...Multi-System

WARSHIP (NA♦♦♦♦) from *Strategic Simulations* is a massive tactical game of surface naval warfare in the Pacific between 1941 and 1945. Four historically based scenarios are included, along with the ability to design your own scenario for virtually any Pacific surface naval warfare set-up imaginable. The included scenarios are Guadalcanal I & II (November 13 & 14, 1942: Japanese bombardment), Empress Augusta Bay (November 2, 1943: Japanese bombardment), and San Bernardino (October 25, 1944: hypothetical engagement between battlelines during the Leyte invasion). The players may each control a maximum of 20 ships, chosen from a database of 26 Japanese and 53 Allied ships. Within the game scenarios, player control can be at individual ship level or at division level. The expected offensive and defensive strengths and tactics are part of this game, but damage control (partially reversing damage of ship systems over time) is also taken into account because it was a real factor in the historical battles of the time. As always, SSI designers strive for the utmost in realism and historical accuracy. Gary Grigsby designed WARSHIP with the aim of making it the "Kampfgruppe" (also his game) of naval warfare. We think he succeeded. (Solo or competitive play; Keyboard; Blank disk required for game-saving.) Apple II and Commodore 64/128 versions reviewed; coming for Atari XL/XE.

Recommended. (MSR \$59.95)

### Potentially Explosive Package

We love the clever ways that software companies devise for getting our attention. A shoebox wrapped in brown paper was the latest arrival. Inside was an envelope bearing the name of our review editor--with her name made up of different-sized letters individually cut out of a magazine. The motive for such an effort had to be criminal! Our suspicion was correct, for beneath the envelope lay a bundle of red cylinders topped with a small clock. Not real dynamite, of course, but a clever imitation to call attention to Accolade's newest game, *KILLED UNTIL DEAD*, planned for C64/128 (MSR \$29.95) this month and Apple II (\$34.95) early next year. Billed as the "first truly interactive text and graphics murder mystery game," the program casts the player as detective Hercule Holmes, who is challenged with the task of preventing a murder rather than solving one. There are more than 20 plots and five potential murderers in this timed, joystick controlled game which even includes murder trivia questions.

## On the Set of a TV Commercial

Perhaps you've seen the commercial running this month on MTV for the Epyx 500XJ Joystick, the one where the game player's mind is blown--literally--by the response of his slick new stick. Would you believe that almost four days went into shooting those 30 seconds? (Not to mention advance time spent on scripts, story boards, set, casting, etc.!) We spent an afternoon on the set at the invitation of Epyx Vice President of Marketing, Bob Botch. While he kept a watchful eye on every nuance of the commercial shooting, we chatted with him and with some of the people at Praxis, the production studio where the commercial was put together. (These people know what they're doing. The Praxis lobby walls are hung with nominations for Emmies, Oscars, and Clios, plus stills from work they did on *Star Wars*, *Altered States*, and *The Day After*.)

We entered a dark, warehouse-size studio where the activity was centered around a bright area: a makeshift living room with just two walls. Within that area, a young actor sat and manipulated his 500XJ joystick for the camera. But we could hardly see him for the crowd of creative people, lights, and other equipment. (One person in that crowd was Director of Photography Frederick Elm, who has been praised for his recent photographic direction of the movie, *Blue Velvet*.) We had to

The actor on the set, surrounded by Praxis creative staff.



(r) Bob Botch of Epyx monitors the action while CE editor Celeste Dolan looks on.



Plaster models of the actor's head before the big blow-up.



Photos: Andre Miller/Image Elite

be told what was going on, but Bob Botch of Epyx was on his second day of the shoot and seemed quite familiar with the procedures. We joined Botch and the group gathered around the monitor, where everyone watched the image of the young actor as he leaned forward in his chair, working his joystick intently. Flickers of light danced across his dark glasses, giving the appearance of reflections from moving images on the TV screen he faced. But this is HOLLYWOOD, folks, and there was no TV screen and no video game at all--just random flares of light bounced off a revolving piece of shiny aluminum foil. As we soon learned, hardly anything was exactly what it seemed to be. And a good thing that turned out to be, as we were told about the next section of the shooting in which the young actor's head would appear to explode--and then come flying back together! Clever camera trickery and a set of amazingly realistic plaster heads (crafted by Tim Lawrence, who also worked on Michael Jackson's *Thriller* video) made that sequence come to life. Altogether, it was a fascinating afternoon. But best of all, the fact that Epyx was making a TV commercial was another encouraging sign of healthy growth in the entertainment software industry.

### Adventure Construction Set Fan Club

Owners of any version of Stuart Smith's *ADVENTURE CONSTRUCTION SET* can learn about that program's fan club by writing to the president: Ken St. Andre, 3421 East Yale, Phoenix, AZ 85008. Be sure to let him know where you heard about the club!

## Critically Speaking...Multi-System

**THEATRE EUROPE** (♦♦♦♦/♦♦♦♦/1/2) is a chilling, action-laced strategic wargame which simulates what the first 30 days of a war between the Warsaw Pact and NATO could be like. The implications of possible escalation to nuclear confrontation are unavoidable in this game, which was designed by Alan Steele for *PSS* of Coventry, England. **THEATRE EUROPE** is distributed in the U.S. by IntelliCreations under the *Datascsoft* label.

### *Warsaw Pact Invades West Germany*

As the game begins, Warsaw Pact forces have invaded West Germany. NATO's objective is to defend West Germany against communist occupation and halt the possible start of World War III. With three skill levels, **THEATRE EUROPE** lets the player control either side while the computer controls the other. The action proceeds in a fashion that will be familiar to those who are accustomed to strategic wargaming. In the movement phase, units of troops are placed as desired within the limits established for each turn of movement. This is followed by the attack phase, where the player determines which enemy positions to attack when the battle begins. (Chemical weapons can be chosen at this phase in the intermediate and advanced skill levels only.) The battle phase can be resolved by the computer according to the relative strengths and weaknesses of the attacking and defending forces, which is typical of strategic wargames. But **THEATRE EUROPE** also has an option of "Action Screens," which make the simulation more appealing to action-oriented gamers. The Action Screens allow direct participation in one of the battles with an arcade-style confrontation featuring infantry, tanks, and jets. Wargaming purists may not care for this innovation, but they can choose to ignore it and stick with the Map Attack option. Battles are followed by rebuilding phases, allowing you to beef up arms, air support, and supplies before the next round of movement, attack, and battle.

### *Advanced Options*

Quite a number of advanced possibilities exist beyond the basic phases described so far. Certainly the most dangerous is the NATO Special Mission Phase, in which you may call for a Strategic Chemical Launch or Strategic Nuclear Launch against a Warsaw Pact city. Unless you really know what you're doing, either of these choices is likely to trigger an enemy nuclear response and the likelihood of all-out nuclear war. The game's designer and publishers do not intend the nuclear option to be taken lightly. An authorization code must be obtained to release nuclear weapons. The code is printed in the documentation or obtainable by calling a special phone number, where you will also hear a recording of a simulated BBC broadcast announcing that a nuclear strike is imminent. Hearing that recording could certainly make you change your mind about launching a nuclear strike.

### *Strategic Wargame with Emotional Impact*

**THEATRE EUROPE** is a very good strategic wargame with enough action elements to widen its appeal beyond the usual audience for such simulations. We think the game is ideal for those who enjoy the strategic challenge of wargaming but would like to participate more directly and actively in the course of the battles. In addition to its gaming value, though, **THEATRE EUROPE** packs quite an emotional wallop because of the nuclear warfare element. The designer hopes that his emotional impact of the game will encourage people to work harder for peace. It will definitely make them think about the consequences of nuclear attack and response. (Solo play; Joystick & keyboard; 64K; Blank disk for game saving.) Available for Apple II, Atari XL/XE, Commodore 64/128.

Recommended. (MSR \$34.95)

**ROBOT RASCALS** (♦♦♦♦1/2/♦♦♦♦) is an inspired bit of whimsy from *Ozark Softscape* and *Electronic Arts*, the same team that brought you "M.U.L.E." and "Seven Cities of Gold." Designed for two to four players, **ROBOT RASCALS** is a blend of card game and computer scavenger hunt that's charming, unpredictable, and immensely entertaining. To begin the game, each player adopts one of ten Robot Rascals who live in the world of Laustenfownd. Players are dealt four item cards and then choose a luck card at the beginning of their turn. Most of the item cards contain things to be found on the scavenger hunt (such as digital donut, transistor taco, silicon salad), and the items can be neutral, good, or bad in their effect on your robot. The computer announces whose turn it is (and may change the order of turns from round to round) along with any global events that can affect everyone's turn in that round. (All players take turns with the same joystick.) While each player in turn has his or her robot searching for items, the luck cards can change everything by forcing item card swaps or requiring a player to steal a card from another player. The computer keeps things lively by ordering sudden changes like reversing the positive and negative items. (A hand full of good cards then becomes a hand full of bad ones that can harm your robot.) Play continues until the person's robot finds the four objects.

### *Deal Family Game*

There are far too many variables and features in **ROBOT RASCALS** to

cover them all in this review. One very important one is worth mentioning, though: a method of handicapping allows players of all ages and skill levels to enjoy playing the game together. As a result, this is an ideal family game. Parents will appreciate the sly humor and strategic possibilities of the game, and kids will love the silliness of it all. Seldom do you find a game that can be enjoyed simultaneously on several levels of sophistication by players of widely differing ages. Engaging gameplay combines with whimsical graphics and delightful music to make **ROBOT RASCALS** the best multiple-player game we've seen in quite a while. (2-4 players; Joystick; Color monitor.) Available for Apple II and Commodore 64/128.

Recommended. (MSR \$39.95)

## Critically Speaking...C 64 Compatible

**MARBLE MADNESS** (♦♦♦♦♦/♦♦♦♦) from *Electronic Arts* is a Commodore 64/128 conversion of the arcade game by Atari Games Corporation (which is not part of Atari Corp., the company that makes ST computers, 2600 and 7800 video games). The game is Electronic Arts' first try at converting a coin-op for home play, and it is a winner from start to finish. Like all great action games, **MARBLE MADNESS** is simple to learn but devilishly tough to master. Picture a 3D world of platforms and ramps, tight turns and traps, barrier walls and steep drop-offs into the great void. Into this strange, illusionary environment, drop a marble and let it roll and race to the goal line. Throw in a time limit and a few bad guys (Marble Munchers, Steelee the bumper ball, and suction-mouthed Humming Hoovers, to name a few). It's fun for one in a race against the clock--and even more hysterical when two players race their marbles against each other, using turbo boost to bump one another off the raceway. There are six different raceways, including the Silly Level where every known rule is reversed. And the C64/128 version even has a bonus "Secret Level" that doesn't exist in any other version of the game. (By the way, the only breather you get in this game is the loading time between raceways. There is no "pause" control.)

### *Faithful Translation*

Anyone who has been captivated by **MARBLE MADNESS** in the arcades will be equally caught up in the madness of the home version. The programmers have translated the coin-op faithfully, keeping the look and sound and feel of the original game. They don't even give you an instruction booklet. (Have you ever seen an instruction booklet for a coin-op?) For the ultimate gaming experience, a trackball allows maximum control and makes playing the home version as close as possible to the arcade without spending quarters. A joystick works almost as well, but it's just a little more difficult to keep the marble on track in the tight spots with a joystick. Regardless of which controller you use, though, **MARBLE MADNESS** is an experience not to be missed. (Solo or competitive play; Joystick or trackball.) C64/128 version reviewed; coming for Apple II, Atari XL/XE, IBM PC/PCjr. Also available for Amiga at \$49.95.

Recommended. (MSR \$29.95)

**THE MOVIE MONSTER GAME** (3.5/2.5) from *Epyx* turns the typical monster game (or movie) plot around. Instead of becoming a glorious hero by defeating a monster, the player becomes the monster itself and does lots of typically monstrous things, such as stomping skyscrapers and breathing flames at innocent humans. At last, a game that actually encourages the player to run amok and wreak havoc!

### *Playing the Movie Game*

In keeping with the game's movie theme, it begins with a marquee from which the player selects the starring monster (Godzilla, Mr. Meringue, Sphectra, Tarantus, Mechatron, The Glog), the location (Tokyo, New York, London, San Francisco, Paris, Moscow), and the plot (destroy landmarks, escape the city, eat everything in sight, search for the trapped monster baby, or go berserk and trash the city). With the star, location, and plot chosen, the game moves inside the theater for a brief snack commercial and the Coming Attractions (scenes from other Epyx games). Next is a brief introduction to the monster star and its background before the action begins. (These preliminaries can be bypassed.) The course of the action depends on the player's choice of monster and plot. Each monster has its own combination of characteristics and special weapons. For example, some are extremely slow but very tough while others are fast but not especially strong. The monsters' special weapons include paralyzing screams, acidic corrosion, lasers, fiery breath, and several others. Following the chosen plot scenario, the player moves the monster around the city while the local population panics. The humans send out jets, tanks, helicopters, and everything else they can think of to destroy the monster. The player's task is to keep the monster alive long enough to complete its objective, according to the chosen plot. Whether the "movie" ends in the monster's victory or defeat, the game concludes with a wrap-up of the action followed by game credits.

### *Appealing Idea*

We found the idea behind **THE MOVIE MONSTER GAME** appealing and

expected to like the game better than we did. It certainly looks good, with realistic cities and a great cast of monsters in a variety of shapes and sizes. We played each of the scenarios with several monsters, finally getting considerable experience with each creature. We soon learned that it's much easier to win with the slower but powerful monsters than with the speedy but delicate ones. However, we thought that the slow guys like Godzilla tended to be boring to play with after a while. At least there was more challenge with the faster monsters that lack brute strength: they force the player to use more strategy to stay alive. Despite the combinations of six cities and five scenarios, there is surprisingly little difference among the game variations. As a result, we don't think this game has real staying power, especially for older players. **THE MOVIE MONSTER GAME** is likely to appeal to children and young teens for its sheer destructiveness, but that's not enough to keep players coming back again and again. (Solo play; Joystick.) C64/128 version reviewed; coming for Apple II, IBM PC/PCjr. Not recommended. (MSR approx. \$40.00)

### Critically Speaking...Apple II Compatible

**AIRHEART** (♦♦♦♦/♦♦♦♦) from *Broderbund* is an example of a rare breed these days: an arcade-style action-adventure for Apple II. Better yet, the game is done in colorful, double hi-res graphics. And best of all, it was designed by Dan Gorlin, creator of one of the most popular of all computer games, "Choplifter." But unlike the realism of "Choplifter," **AIRHEART** dwells in a fantasy realm of monarchs and magic. According to the story, there once was a King who ruled a seaborne world until he became trapped in a war he could not win. He managed to save his infant son, the future hope of a kingdom to be reborn. The princely child was placed in suspended animation, hidden in a glass dome across the dark seas, and protected with Robot Defenses. Spirit Guardians watch over the babe and await the hero who can defeat the Robots and recover the proofs of fitness: the Sword of Strength, the Goblet of Generosity, and the Harp of Harmony. The hero who can recover these tokens and then awaken the sleeping Princesling will be known to all as Airheart.

#### Unique Experience

As the hopeful hero who would awaken the prince and be known as Airheart, the player travels under and over the black seas in a jet-sled equipped with guns on its nose. Incredibly speedy and maneuverable, the jet-sled carries the hero up the screen toward a glimmering pink light in the distance. By following the lights, the hero reaches a Treasury Island, where wildly active Robots try their best to keep the hero from his goal. If he defeats them all, he can enter the Treasury and recover the first token, the Sword. The hero returns to the Home Island to give the Sword to the Spirit Guardians and then sets off to find the Goblet. With each successive quest, the Robot Defenses seem to multiply until they reach their maximum numbers when the hero tries to rescue the Princesling. Throughout, **AIRHEART** is a game of breakneck speed and great challenge. Its sensation of free and soaring movement makes it unlike any other game we've played—a unique experience. And **AIRHEART** is such a beautiful game to look at! Fluid animation, lots of colors, and sparkling graphics show the Apple II at its absolute best. **AIRHEART** is a special treat for anyone who loves action games. (Solo play; Joystick; 128K; Color monitor.) Available for Apple IIe/IIc only. Recommended. (MSR \$34.95)

Richmond	Mon 9 AM
	Welcome to Virginia, the Old Dominion.  Virginia is a leading producer of tobacco and turkeys. It is also famous for its Smithfield hams.  See connections Depart by plane Investigate

**WHERE IN THE U.S.A. IS CARMEN SANDIEGO?** (♦♦♦♦/♦♦♦♦) is even more fun than the first Carmen Sandiego game from *Broderbund* ("Where in the World..."). Detectives of all ages will have a wonderful time tracking clues and chasing the villainous Carmen and her gang of 15 across the U.S., recovering stolen treasures like Davey Crockett's coonskin cap and Squaw Valley's snow, all while learning fascinating facts about the geography and history of America. With an on-screen map and the 880-page travel guide, *Fodor's USA*, youngsters can polish their research skills and adults may be surprised at what they don't know about the U.S.A.! The player uncovers hints to the suspect's next destination, such as the suspect's desire to visit Eureka Springs, and can use *Fodor's* guide to learn that the town is in Arkansas. Flying from city to city, the player also learns vital facts about the suspect which can be fed to the crime

computer to get an arrest warrant. The player's detective rank rises with solved cases, and subsequent cases are more difficult to solve. (A case in progress can be saved to the game disk.) Throughout, the cases are spiced with humor, excellent graphics and sound, animated vignettes, and the excitement of catching the crooks. Too much fun to be just an educational program and much too enlightening to be just a game, **WHERE IN THE U.S.A.** is a superb program for all ages. (Solo play; Keyboard; 64K.) Available for Apple II only. Recommended. (MSR \$44.95)

**AMNESIA** (NA/♦♦♦♦) is the first text adventure from *Electronic Arts*. Conceived by the respected science fiction writer, Thomas M. Disch, who was also involved with "The Prisoner" TV series, this interactive novel is a great mystery that will keep you guessing until the end. The adventure begins as you awake in a seedy New York hotel room. You have no clothes, no money, and no idea of who you are or how you came to be in this place. Your first problem is finding something more reasonable than a skimpy hotel towel to cover your nakedness. Then there's the little matter of a strange woman who intends to marry you, complicated by the presence of her gun-toting daddy. Worse yet, it seems that someone is trying to kill you, and the state of Texas wants you for murder. (A real fun day.)

#### Wandering the Streets of New York

If you're clever enough to escape being shanghaied into marriage, you'll find yourself wandering the streets of New York. (The programmers have crammed both sides of two disks with 4000 Manhattan locations, including 650 streets and most of the subway system. A city map is part of the program's package.) Your goal is to discover your character's identity and to eliminate all of your problems before they eliminate you. (Even death has its value: there are clues in the elaborate and enterta-  
ining scenes of your demise.) Self discovery is not an easy goal to reach, so you may want to play it with someone you love, or at least like a lot, because you can use all the input you can get! On the way to your goal, you can meet and talk with residents of the city, from storekeepers and cops to hoods and junkies. Time passes according to the program's internal clock, adding the realism of shops closing, muggers emerging, and the onset of fatigue at night. **AMNESIA** is a fascinating game experience made even better by the wit of Disch's writing style. (Solo play; Keyboard; 64K; Blank disk required for game-saving.) Reviewed on Apple II; coming soon for Commodore 64/128, IBM.

Recommended. (MSR \$40)

--Andre Miller

### Critically Speaking...C64/128 Compatible

**DESTROYER** (♦♦♦♦/♦♦♦1/2) is a World War II combat simulation game from *Epix* which gives the player the opportunity to command a Fletcher Class U.S. Navy destroyer. The player-captain controls all systems, which are arranged in stations: bridge, navigation, observation deck, radar, sonar, forward and aft guns, port and starboard anti-aircraft guns and torpedoes, depth charges, and damage control. Several systems have at least some functions which can be set to operate automatically, allowing the player to concentrate on other functions. The player has a choice of seven missions at three difficulty levels, the simplest involving only a few of the destroyer's systems and the most complicated requiring full knowledge and control over every system on the ship. The missions include finding and destroying an enemy submarine, escorting a slow-moving merchant convoy through enemy territory, acting as an anti-aircraft screener between a task force and enemy aircraft, rescuing a friendly pilot downed behind enemy lines, and three other scenarios. Success in all scenarios, especially when played at the advanced level, requires knowledge of the ship and its systems, strategic planning, and a careful watch on damage control functions. The game offers a blend of wargame strategy, plenty of action in the shooting sequences, and excellent graphics that seem to portray the ship and its systems accurately. Our only complaint is a minor one: we thought that some of the sound effects, such as the anti-aircraft guns, were a bit weak. (Solo play; Joystick & keyboard.) Commodore 64/128 version reviewed; coming soon for Apple II, IBM.

Recommended. (MSR \$39.95)

**GEMSTONE HEALER** (♦♦♦♦/♦♦♦1/2) is a sequel to last year's "Gemstone Warrior" from *Strategic Simulations*, although it's not necessary to have played the first game to enjoy this one. In the first game, the warrior (that's you) gathered the shattered pieces of the Gemstone from the Demons' underworld dungeons. Now it turns out that the Gemstone doesn't work, so you must return it to the Center where it was created, break it up with a magic hammer and chisel, and find the tools to heal each piece. Of course, the Center is now infested with Demons who are not about to let you do your work unmolested. So into the dungeons of the Center you go, armed with crossbow, sword and fireballs. As in the first game, the action is fast, the demons are relentless, and the game is lots of fun to play. There is treasure to find and plenty of magic. The chief difference between **GEMSTONE HEALER**



and the first game is that there are endless arrangements of the dungeons possible in the new game. The program generates a unique set of chambers based on the name you assign to your dungeon map disk. (Allow about 20 minutes for map generation.) GEMSTONE HEALER is a good choice for anyone who enjoys maze-style action-adventures, especially fans of "Gemstone Warrior." (Solo play; Joystick &/or keyboard; Pause; Blank disk required.) Commodore 64/128 version reviewed; coming soon for Apple II. Recommended. (MSR \$29.95)

**CHAMPIONSHIP WRESTLING** (♦♦♦1/2♦♦♦1/2) from *Epyx* really captures the boisterous spirit of professional wrestling: the outrageously flamboyant characters who participate in this crazy sport and the rowdy fans who whistle and shout for their favorites. The game includes eight of these beefy battlers, each with his own style, custom move, musical theme, and motto to live by. (Our favorite is Zeke Weasel's "When ah'm dun, yer face'll be hog slop.") Fortunately, there's a practice option that lets you get the feel of the 25 moves possible in the game--everything from headlocks to airplane spins. Actual competition puts you in the ring against a series of computer-controlled wrestlers or sets up a single elimination tournament among up to 8 human-controlled fighters. Doing well in the game takes plenty of practice and excellent timing. Novices get thrown around a lot! Wrestling fans won't want to miss this one because it challenges their gaming skill while appealing to their love of this flashy sport. (1 to 8 players; Joystick.) Commodore 64/128 version reviewed; coming soon for Apple II, Atari ST. Recommended. (MSR \$39.95)

**HOWARD THE DUCK: ADVENTURE ON VOLCANO ISLAND** (♦♦♦1/2♦♦♦1/2) by *Gamestar* for *Activision* stars the well-known Marvel Comics character in his first computer game. Howard's goal is to rescue his pals, Beverly and Phil, from captivity in the Dark Overlord's volcano. He begins the timed adventure by parachuting to the island beach, where he grabs his jetpack for a perilous crossing of a rock-strewn river. As Howard winds through the jungle with its watching eyes, mutants try to stop him, but they're no match for his Quack Fu kicks and punches. He goes back and forth over the river, from shore to shore, as the time for the volcano's eruption nears. After a quick run over a suspension bridge, dodging rocks, Howard reaches the ultralite (the goal in the novice level). In the intermediate level game, Howard must fly the ultralite to the top of the volcano. Advanced and expert players must fly Howard into the crater to conquer the Dark Overlord and flip the volcano switch.

#### *Average Action-Adventure*

Howard's many fans may find this game more entertaining than we did. While the graphics are very well drawn, we don't find the character all that appealing. And we just couldn't get excited about moving Howard through the sandy paths in the jungle and over the rapidly moving river currents to reach the volcano. Unless you're a big fan of Howard the Duck, this is just an average action-adventure game with nothing special to recommend it. (Solo play; Joystick.) Commodore 64/128 version reviewed; coming soon for Apple II at \$39.95. MSR \$34.95

**10TH FRAME PRO BOWLING SIMULATOR** (♦♦♦♦/♦♦♦♦) is about as close as you can get to the real game without going to the local bowling alley. Designed by Roger and Bruce Carver for *Access*, the same team that is responsible for the "Leader Board" golf simulation, this simulation allows for one to eight players in league or pen bowling at three skill levels. "Kids Level" (ages 4-8) removes variables that would make it difficult for youngsters to play (speed and hook). "Amateur" and "Pro" levels require the player to use a speed and hook indicator, adding a very critical timing element to the game. The player's aiming mark on the alley and the bowling character's starting position are also controllable for the ultimate in realism. The animation of the bowler, ball, and pins couldn't be smoother, and the sound effects are superb. Actually playing the game and trying to improve your score turns out to be a study in the physics of bowling. In fact, you may find that playing this simulation gives you a better understanding of the elements of bowling than you've ever had before. Simulations just don't get any more accurate than this. Note: a "security key" is provided for the cassette port; the disk is not copy protected. (1 to 8 players; Joystick.) Commodore 64/128 version reviewed; planned for Atari ST, Amiga. Recommended. (MSR \$39.95)

### *Balance of Power Coming to Apple II*

Chris Crawford's intriguing game of political strategy, *BALANCE OF POWER*, is now available for Macintosh and IBM, but a somewhat abbreviated version will be ready for Apple II computers early in 1987, according to Mindscape.

**LABYRINTH** (♦♦♦♦/♦♦♦♦1/2) is an animated graphic adventure based on the recent Jim Henson movie of the same name. It was developed by *Lucasfilm Games* for *Activision*. Actually, the first portion of the game is a text adventure with no graphics at all, but this section simply sets the scene as the beginning of a "movie." (Commands need not be typed anywhere in this game because they are selected from lists at the bottom of the screen.) With your name and gender known to the program, Jareth, King of the Goblins, singles you out of the movie audience and sends you into the Labyrinth where you must find his Center and his castle within 13 hours (real time) to win your freedom. Fail, and you will become his slave forever.

#### *In the Labyrinth*

The graphic portion begins as your on-screen character, either female or male, appears in front of the door to the Labyrinth. There is no choice but to enter, and you soon discover Hoggle, the first of many characters who will speak in riddles to you. Some characters are helpful, and others (like the Goblin Guards) are agents of Jareth who will lead you into traps. As you wander more deeply into the Labyrinth, you meet more strange characters and some rather bizarre features of the maze, such as the Bog of Eternal Stench and the Wall of Hands. (Escape from the latter trap involves what seemed to us a rather arbitrary solution to a puzzle. Maybe we just didn't understand what the designers had in mind.) We tried mapping our way in the maze, but it didn't seem to do much good. There are so many cross connections among various portions of the maze that it sometimes seems that you're being teleported around. But this is supposed to be a Labyrinth, and the whole point of such a place is to get you hopelessly lost as soon as possible!

#### *Cartoonish Look*

The look of this game will be somewhat familiar to anyone who has explored the world of "Habitat," a Lucasfilm interactive game running on Quantum Link, the Commodore telecommunications network. The animated characters have a cartoonish look about them and speak by means of "bubbles" of text above their heads. The background scenics, such as the hedges and walls, are highly detailed and quite realistic looking. Musical background in portions of the game is especially well done. The course of gameplay is predictably frustrating, appropriate to the concept of a Labyrinth, but not so frustrating that you want to give up. In fact, we became so absorbed in the challenge of LABYRINTH that we didn't want to stop playing to write the review! Fortunately, progress can be saved directly to the game disk, so we'll be able to pick up our quest once again. Actually, the program writes to disk constantly as you play. If you re-boot after falling into a hopeless trap, you'll find your position automatically saved at the point just before you fell in the trap--a very convenient feature. We like the game and think that fantasy gamers will enjoy the slightly different feel of LABYRINTH. They will also appreciate its repeat playability, which is due to large portions of the maze being generated randomly for each new game. (Solo play; Joystick &/or keyboard.) Commodore 64/128 version reviewed; coming soon for Apple II at \$39.95. Recommended. (MSR \$34.95)

**FAIRLIGHT** (♦♦♦♦/♦♦♦♦1/2) is a European award-winner designed by Bo Jangeborg and *The Edge* of Great Britain, available in the U.S. from *Mindscape*. The game is one of the most unusual graphic action-adventures we've ever seen in Commodore 64/128 format. The general theme is familiar enough: the player is a common man thrust into the role of potential hero and charged with the task of recovering a certain Book of Light. Once recovered, the Book of Light must be returned to an imprisoned sorcerer, and of course, the sorcerer must be freed. All of this happens within a strange and spooky place known as Castle Avars. The Castle is crawling with demons, trolls, and magic guardians of unknown power and strength. In other words, it's typical of the castles usually found in adventures.

#### *Graphic Difference*

Where FAIRLIGHT departs from other action-adventures is the look of the settings and the way objects can be manipulated within those settings. Revealing a chamber or portion of a room at a time in diagonal, three-dimensional perspective, the game lets you peer down into the scenes from an angle above the action. All graphic features are drawn entirely in black lines against a single-color background. (Some areas in the castle are black on white, others black on yellow or blue, and so forth.) In other words, the images look like Macintosh screens instead of something done on a C64. The effect is quite startling and unexpected, but it certainly makes the world of FAIRLIGHT look quite real. But the look is not all. Every movable object in FAIRLIGHT has properties of weight, mass, and even momentum. For example, a table is more than a stationary feature in a room. Though it may be too heavy to pick up, it can be pushed to a different location. Objects can be placed on top of other objects. This is most unusual in a graphic adventure and leads to new possibilities in gameplay, so it is much more than mere window dressing. Even with its familiar theme, we found FAIRLIGHT to be a fascinating departure from the usual run of graphic action-adventures. Aside from pursuing your quest, it's great fun to manipulate objects within FAIRLIGHT just to see what can be done with them. (Solo play; Joystick &/or keyboard; Pause.) Available for Commodore 64/128 only.

Recommended. (MSR \$29.95)

## Critically Speaking...C64/128 Compatible

**ZOIDS-THE BATTLE BEGINS** (◆◆◆/◆◆◆1/2) is a British import on the *Electric Dreams* label, which is part of the Activision family. Based on the dinosaur-like Zoids toys by Tomy, the game lets you travel to the planet Zoidstar and become part of the Zoid Wars. As Earthman, you have joined the good guys--the Blue Zoids--who are being threatened by the Red Zoids and their fearsome leader, Redhorn the Terrible. While trying to bring Zoidzilla into the Red zone to challenge Redhorn to mortal combat, you were shot down and Zoidzilla was broken into eight pieces. Red Zoids have hidden the Zoidzilla fragments under domes in eight of their cities. Not only must you find and rebuild Zoidzilla, but you must also deal with the roving Red Zoid patrols.

### Blend of Strategy and Action

Not easily mastered, ZOIDS offers a blend of strategy and action gaming that is complex, challenging, and ultimately very satisfying. The mood of urgency is underscored by the musical background as the Zoid Wars begin. The center of your screen shows your position on a map representing a small portion of Zoidstar. You are one with your Zoid machine, so set a course and start looking for pieces of Zoidzilla. Icons surrounding the map give access to a variety of weapons and other devices, including a sophisticated jamming system which you'd better learn how to use. The Red Zoids have a good communications network, so your attack of one Red Zoid city will alert the others. You may crush one city, but the others will be much more difficult to defeat when they know you're coming. Jamming their communications can give you a much-needed edge. In addition to your jamming device, you have three basic types of weapons: defensive mines, an electromagnetic rail gun (relatively easy to use), and missiles (very effective but tricky to control well). But weapons alone cannot win the game. Wandering aimlessly around Zoidstar and firing on Red Zoids and cities without a plan guarantees defeat. Anyone who loves to set up strategic plans against overwhelming odds will enjoy the challenge of ZOIDS--even if they've never seen a Zoids toy. (Solo Play; Joystick.) Commodore 64/128 version reviewed; coming soon for Apple II.

Recommended. (MSR \$29.95)

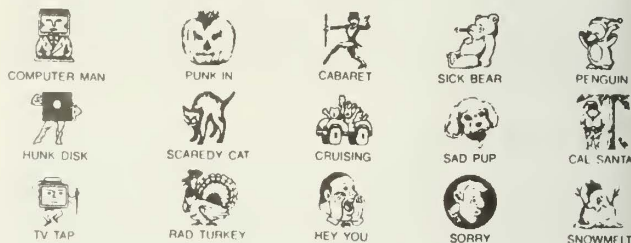
## A Message from the Future

A cassette tape labeled "A Message from the Future" arrived recently. Our curiosity piqued, we dashed for the nearest tape player. (Actually, our curiosity is easily aroused and has been known to work overtime.) We heard birds chirping, footsteps echoing down an empty hall, a door opening, and then a voice tentatively saying, "Testing...testing...I hope somebody can hear me. I hope there's somebody LEFT to here me." The nervous-edged voice went on, "Where IS everybody? I, uh, don't even know why I'm talking into this machine. Maybe I'm hoping that someone will find it someday and understand how it was. I'm here, alone, in what seems to be the headquarters building. Alone. The streets are empty, the building is deserted, as if everyone stepped away and never came back.

"I'm speaking from Chicago node, and it's August 14, 2106. I departed on a standard recon mission in 2004. I expected to wake up in the vicinity of 61 Cygne and spend the usual tour in the Geigy Scoop. Instead, I come out of the hyper-nap right back here...on an empty Earth. Canaveral's a grassy field, Washington a parkland. Nothing, except for the birds. Even the underground cities are empty. This morning, I finally found a functioning terminal still on-line to the WorldNet. It should connect me with information about what happened...where everyone is. I'm going to ask it why the people disappeared...but not yet. Not right this second. I'm afraid...I think I need to get ready for the answers." Once again, there were footsteps, a door opening, and the sound of birds. Did the sender of the tape intend to remain anonymous? After a brief pause, we got our answer: "The future. Coming soon from Activision. The first computer novel arrives in November: PORTAL." And you can be sure that we'll be watching for our review copy so that we can let you know what we think of it.

## Graphics Scrapbooks from Epyx

Because they are known for the excellence of their graphics, Epyx has decided to produce a series of clip art packages for use with Broderbund's THE PRINT SHOP and Unison's PRINTMASTER. The GRAPHICS SCRAPBOOK programs, planned as a series of six to ten chapters, will be done for Apple II, IBM PC/PCjr, and Commodore 64/128 (MSR approx. \$25 each). The first two chapters, "Sports" and "Off the Wall" graphics, have just been released. The content of the first chapter is obvious with everything from football to basketball, martial arts, aerobics, etc., but the second requires a little explanation. "Off the Wall" contains "trendy, contemporary, even weird" images designed to appeal to teens, such as a skateboard emblazoned with the word "rad." (For those of our readers who are neither teenagers nor parents of same, "rad" is a shortened form of "radical" and carries a highly positive and admiring connotation when used as an adjective.) We've included a few to give you an idea of the silly things included on this disk...



## New Electronic Arts Affiliated Label

Interstel Corp., formerly known as Cygnus, is the newest member of the Electronic Arts affiliated label program. You may know them for STAR FLEET 1, a strategic space battle game available for most systems. Their newest titles are BALIKON RAIDER (C64/128, MSR \$24.95), an arcade action game in which the player pilots an armored landspeeder, and QUIZAM! (C64/128 & Apple II, \$29.95), a trivia odyssey in which the player destroys alien satellites orbiting Earth by answering questions on a variety of topics.

## Software Buyer Beware...

Among the software we received for review during the past month was SUB MISSION (Tom Snyder Productions for Mindscape, MSR \$39.95 for IBM PC/PCjr, Apple II). I involves submarine wargames with a warlord to free two human captives. The catch? The captives can only be revived once each if killed during the wargames. If killed a second time, they are *permanently erased from the disk*. Your only recourse is to send \$7 for a new disk to Mindscape! Even if it is very difficult to kill the captives, there is no excuse for destroying a \$39.95 disk because a gamer fails to achieve the program's goals. This is the first time in nearly five years of reviewing software that we have rated a program "Not recommended" without reviewing it, but a disk capable of self destruction is not worth our reviewers' time.

## Infocom Goes Hollywood

Those ever-inventive authors at Infocom are preparing second piece of interactive fiction in their new comedy category. Titled HOLLYWOOD HIJINX and scheduled for early 1987, the game gives you the chance to inherit Uncle Budd and Aunt Hildegard's Malibu mansion. (This is the very same Buddy Burbank who is revered for his many memorable film such as *Meltdown on Elm Street* and *Vampire Penguins*.) A, you have to do is find a bunch of crazy treasures hidden in the house and on the grounds. Knowing Infocom, this one should be a lot of fun.

# THE VIDEO GAME UPDATE

## More on 3rd Party Games for Nintendo System

The first of the licensed third-party games for the NES should be available at retail stores by Thanksgiving. Since they're not yet available for hands-on review, we gathered some information from the developers. (MSR is \$29.95 on all games described.)

### Bandai America

M.U.S.C.L.E. TAG TEAM MATCH, based on the Mattel toys, features a wide repertoire of wrestling moves and a cast of characters with a variety of special techniques. NINJA KID stars a pint-sized martial artist who battles the monsters of Demon Island in an action-adventure with four scenes. The Kid has lots of weapons, a kite to fly, spells to cast, and friends to help him. CHUBBY CHERUB is for young players and is expected to be especially appealing to girls. The angel in this action-adventure keeps up his flying energy by munching his favorite foods as he tries to help people. Dogs chase him, and birds try to peck at him as he experiences the different adventures of each day.

### Capcom USA

World War II aerial warfare is the theme of "1942," and the object of the game is to destroy Tokyo. (This from the U.S. division of a Japanese company!?) The 32-stage game includes duels with enemy fighters and bombers and aircraft carrier takeoffs and landings. Two of Capcom's introductions will be the first one-megabit (1024K-bit) games for the NES. COMMANDO, which was licensed to Data East for arcade and computer games in the U.S., is a familiar game of guerilla warfare. GHOSTS'N GOBLINS, currently in U.S. arcades and a major hit on the Japanese Nintendo system, lets the player become a Knight to rescue a kidnapped princess. The challenges include demons, dragons, giants, zombies, and a sea of fire.

### Data East and Konami

TAG TEAM WRESTLING will be the first NES game from Data East, to be followed by KARATE CHAMP. Both should be available this month. The company plans a third NES game for early 1987, which could be the previously announced RING KING (a boxing game) or another title. Konami's GRADIUS, the first space game for the NES, is also known as "Nemesis" in European arcades. (A coin-op version of the game is set to be introduced soon to the U.S. market.)

## The Joys of Videogaming

Judging from the increased volume of letters and phone calls from our readers, the new wave of videogames is generating plenty of excitement. We think that Howard Hisel of Park Forest, IL expresses the appeal of the new games beautifully: "When I was a boy, I wanted to grow up to be a Grand Prix race driver. Well, I never grew up, and I never became a race driver. Now, thanks to Sega, I still don't have to grow up, but I can experience the excitement of being my childhood dream. Sega's WORLD GRAND PRIX makes my dream come alive! I feel in behind the wheel and my palms sweat as I come up on some fellow drivers in a tight turn at 300 KPH. What a great simulation! And Nintendo's MACH RIDER...This game is sheer, hair-raising excitement. It takes raw courage to play. Life need never be dull again!"

## Critically Speaking...Nintendo Compatible

BALLOON FIGHT (♦♦1/2♦♦♦1/2) is one of the latest releases from Nintendo for the NES, pitting you against enemies as you float to the air with balloons carrying you across the sky. You'll use your controller button to flap your arms, raising you in the air. The controller pad is used for directing your man. If you can get above your enemy and hit his balloon, he'll come floating down with his parachute. Hit him again on his way down, and he'll drop into the water and disappear. If you don't hit him the second time, he'll blow up another balloon when he reaches land, take off into the sky, stronger than before and harder to kill. If the enemy hits your balloons, one of them will pop and it will, of course, be harder to fly. If he gets your other balloon, you'll fall into the water and lose your man. There are other things to look out for. If you fly too close to the water, a fish may stick his head up and eat you up. If the game goes on for too long, a thunder and lightning storm will begin and lightning will hit you if you don't quickly pop all the enemy's balloons. As you get further into the rounds, you'll have to watch out for the propeller...if you touch it, it will send you flying!

### Cooperate or Compete

In the two-player option, you can choose to cooperate in your quest to send the enemies to their death in the water, or you can try to sabotage each other's efforts as you try to avoid the enemies hits. In

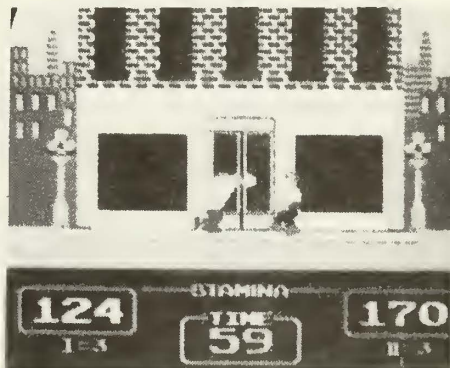


the Balloon Trip option, you have the opportunity to work your way through a "maze-like" sky trying to break as many balloons as possible. The scene drifts from left to right as you're moving and it's extremely difficult to accomplish as you must flap and drift just right to work your way through the course correctly.

### Enjoyable Game

This is a nice change from what's available for the NES currently, and reminded us a bit, in feel, to Atari's *Joust*. The graphics, are very good, although not overwhelmingly beautiful. Overall, this is an enjoyable game which should entertain you for good stretches. (one player; two-player simultaneous)

Recommended (MSR \$29.95)



URBAN CHAMPION (♦♦♦♦♦♦♦♦) pits a couple of street toughs against each other in a fist-fighting battle for city turf. Playable by one or two, this game from Nintendo lets both characters block or punch high or low as each attempts to push the other off the block before time and stamina run out. During the fight, annoyed onlookers may toss flower pots from windows above the fighters. If either fighter is stunned by a falling pot, he becomes temporarily more vulnerable to the other's attack. At other times, a patrolling police cruiser may come on the scene, which causes the fight to stop for a moment while both fighters stand around trying to look cool and innocent. When one fighter wins three rounds, the game ends with a shower of confetti falling over the winner's head as he is proclaimed the new "Urban Champion."

### Lacks Depth of Play

Although fighting games are very popular with gamers at the moment, this one has little to recommend it. URBAN CHAMPION lacks the depth of play we've come to expect from Nintendo. The fighters have two kinds of punches (slow and strong or quick and light) which can be aimed high or low, plus corresponding blocks. The moves are made against a background of shops on a city street, with an occasional falling flower pot to dodge. And that's about all there is to it. Although somewhat better as a two-player game than as a solo contest against the computer, neither version is likely to keep gamers coming back for repeated sessions. We rate this one a disappointingly dull slugfest. (Solo or competitive play; Pause.)

Not recommended. (MSR \$29.95)

## Critically Speaking...Nintendo Compatible

**NINJA KID** (◆◆◆1/2◆◆◆) from *Bandai* is the best NES action-adventure that we've played since Nintendo's "Super Mario Bros." Despite the title, it is not a martial arts game, but a fast-moving quest featuring a "junior defender of human rights" out to save the world from the monsters of Demon Island. The action begins on the Demon Island Map, where the Kid seeks a scroll and a chanting spell which will allow him to break through the strong magic protecting the Demon Castle. However, before he can get to the scroll and spell, he must meet the challenge of four horizontally scrolling fighting fields entered from the map: guerilla warfare, poison fields, aerial dog fight, and blazing inferno. Winning the battle on a field may send the Kid back to the map or into Demon Hell, a vertically scrolling area where the Kid must defeat a giant demon. Even after the Kid masters fighting fields and locates the scroll and spell, he must battle the fearsome master of Demon Castle. If he has done well in the earlier sections of the game, he may have acquired special weapons and the ability to call spirit friends to help with the battle against the Demon.

### Challenge, Depth, and Variety

**NINJA KID** is loaded with the kind of challenge, depth, and variety that make it very difficult to stop playing. In fact, there is so much variety that each of the fighting fields would make a respectable game on its own. (Each field has at least two graphically different settings, and we saw three settings for one field. There may even be more!) Graphics are beautifully detailed and colorful. (The designers even managed a transparent look in some of the demons.) Music and sound effects are good, too. **NINJA KID** may feature a very small hero, but the gaming pleasure it gives is very large indeed. (Solo play; Pause.)

Recommended. (MSR \$30)

## Critically Speaking...Intellivision Compatible

**SUPER PRO FOOTBALL** (◆◆◆/◆◆◆1/2) is the latest game for Intellivision owners from *INTV Corp.* This one- or two-player game replaces the earlier Football game from Mattel Intellivision as it provides a great deal more in gameplay sophistication and graphics. There are nine skill levels to the game in which you can play the computer or a friend. You can also watch the computer play itself; however, the play choices roll by so quickly that you'll quickly become bored with this version as it really won't help you learn the game. Whether you're playing offense or defense, you'll have to make several decisions prior to each play. On defense, you can begin by looking at your formation which you can change to any one of nine. Then you'll have to decide whether you wish to Blitz the quarterback, cover either the offensive receiver #1 or #2, or cover both. You can even call an audible at the line of scrimmage! Once you see the offensive line-up, you can call a new formation by pressing the appropriate number on your keypad (you'll have to memorize the formations to use this feature effectively). On offense, you should also take a look at your formations (if you do not choose one, the formation from the previous play is used) for both passing and running to make the best selection for your play choice. You can then design a pass pattern for either of your two receivers! A round clock-like diagram comes on-screen showing 9 directions which you can program with your keypad. For each number you hit, your receiver will run in that direction for about a half second (a total of 12 button presses for a 6-second run). In other words, the example shown in the directions shows that you wish Receiver 1 to run to the right for 2 seconds, then cut inside for 2 seconds, wait a half second (pressing #5 makes receiver stand still), then continue to the right, you'd press 6-6-6-6-2-2-2-2-5-6-6-6 (once you see the positioning diagram, it makes a great deal more sense). Once you're happy with your pattern, hit Enter. If you don't like it, you can start over by pressing Clear. The pass pattern is another area in which the last pattern chosen will be used if you do not program a new one. Just because you've chosen a pass pattern does not mean you have to throw. You can elect to run with the ball (the game does not allow the quarterback to hand off the ball, so your QB will be making all the rushing plays) by using your disc to maneuver downfield. Kicking is an integral part of any football game and, of course, you can choose to either punt or try for a field goal when the situation warrants. At any time in the game, whether on offense or defense, you can call a timeout, take a look at the stats (a screen which indicates who has possession, the down, yardage remaining for a first down, position on field, time remaining, etc.), or check the control screen which will tell you how the hand controller buttons will work during actual play.

### Pretty Complete Game

*INTV Corp.* has done more than just convert the old football game so that one player can now enjoy the gridiron excitement (the old version was 2-player only). It's really been enhanced to give the player more control in the game, with more options. While there are certain areas where it doesn't follow the game exactly (such as the inability to hand-off to a runner), we feel that the most game possible has been packed into this cartridge for the system. In addition, the graphics are clear and even include a view of the sportscasters and the stats after a score has been posted. If you enjoyed the original Mattel football, you'll really enjoy this "upgrade." And, if you never purchased the original version because you couldn't play by yourself, now you can finally enjoy the fun of the game. (one-player; two-player simultaneous)

Recommended (MSR \$19.95)

## Critically Speaking...Sega Compatible

**MY HERO** (◆◆◆1/2◆◆◆) comes to you on *Sega* Card and pits you against a seedy bunch of punks who've made off with your girl. They're armed with knives, dogs, broken bottles, and they'll knock you down in a flash. You play the clean-cut, good guy, Steve, who must use his kung fu prowess to survive and get your girl, Remy, back. In addition to using your punches, high-kicks, and tripping against your opponents, there'll be elements you should avoid completely. These include falling rocks, bombs, spiked wheels, and reckless radio-controlled cars, and fires. You'll run into these obstacles as you work your way through the town. The thugs travel in packs, so you're really going to have your work cut-out for you. There are times where they are all around you and only the quickest reactions will get you out of the spot alive.

### Pretty Good Action

Based on the arcade game of the same name, this is a straight-ahead action game in which you must punch and kick your way through the screens. The gameplay is good, and the controllers are very responsive as you choose your line of attack. While the graphics are very good overall, there is a bit of flickering when several figures appear on the screen at the same time. While somewhat distracting, the majority of the flickering is evident as your man loses his life and all the figures are "suspended" prior to going to your next man; however, it's a concern as this is billed as an advanced game system. Overall, it's a good action game for those who enjoy "Kung Fu" type of action, but if the flickering is a bothersome aspect, you may want to think twice before purchase. (one player; two player alternating) (MSR \$30.00)

**TEDDY BOY** (◆◆◆1/2◆◆◆) is another *Sega* Card game, this time in an arcade-style contest between your character, Teddy Boy, and the various species of monsters. You'll work your way through levels of maze-like platforms, armed with a special Microgun. You'll use the gun to shoot the bad guys; however, the gun just makes them smaller. Once they've been miniaturized, you have to make bodily contact to get rid of them for good. There's seven monsters in all, all living in the dice that are scattered about on the platforms. The dots on the dice tell you how many monsters are inside each one. You'll find destructible blocks also which can be removed by shooting at them. You can also use them as blocks against the monsters, so destroy them with care. Disappearing walls can also be used to your advantage, but, if you stay in one place too long, the walls will disintegrate, leaving you vulnerable to the monsters.

### It's Fun

This is one of those games that is deceptively simple, allowing you to have hours of fun in front of your screen. The graphics are colorful and well-rendered. However, once again, there is some flickering which some people will find annoying, while it is not constant. The gameplay is just good enjoyment for anyone who likes arcade-type shoot-'em-ups (one player; two-player alternating) (MSR \$30.00)

## Videogames: Bits Vs. Bytes

We've noticed that some of you are understandably confused by the memory figures used in reference to some of the new videogame software. Accustomed to figures such as 256K referring to the number of bytes of RAM or ROM in computer applications, many of you are assuming that the 256K and 1024K figures sometimes used in describing games for the Sega and Nintendo systems have the same meaning. Not so! For example, when Sega uses 256K in its description of the Sega Card and 1024K for the Mega Cartridge, it is referring to BITS, not bytes. (The memory of the Nintendo games is not advertised, but when asked, the company acknowledges that theirs are 256K games. Again, this is 256K BITS, not bytes.) As any good computer reference book will tell you, there are eight bits to one byte. Therefore, 256K bits equal 32K bytes, and 1024K bits equal 128K bytes.

### Games Have Come a Long Way

While 32K or 128K (bytes) may not sound as impressive as 256K or 1024K (bits), remember that early Atari 2600 games were a mere 2K (bytes) in capacity. That grew to 4K, 8K, and even a very few 16K-byte games, the latter employing bank-switching techniques to push the 2600 well beyond its early limits. The standard for even the more advanced systems of the last videogame wave (Atari 5200 and ColecoVision) was typically 8K bytes, with a few of the more involved games using 16K bytes. Comparing the minimum capacity of the new systems' cartridges (32K bytes) to the maximum capacity of the old (16K bytes), gamers today are enjoying at least twice the capacity that was available before--and usually much more. But as any experienced gamer knows, it's the playability of the game that counts, not the number of chips inside the cartridge shell.

## VideoGames Make Comeback

We've been getting quite a kick out of recent newspaper stories appearing around the country, as some of America's journalists are reporting what both you and Computer Entertainer have known all along. Videogames are not Dead! While there have been many regional newspaper stories, we thought we'd share a couple with you we especially enjoyed. During the week of September 22nd, USA Today ran a small box about the resurgence of videogames—written by a gentleman who called us about 2 years ago wanting a quote about videogames being dead! The second article, appearing in the New York Times on September 27th, was entitled "Video Games, Once Zapped, In Comeback." In the article, the writer cites the three companies (Nintendo, Sega, and to a lesser degree, Atari) who are selling game units now. In fairness to these articles, it should be pointed out that NO ONE (including us) expects the game market to boom the way it did in 1981 and 1982 when 8 million game units were sold. Educated guesses put the expected game unit sales at around 2 million, while about 10 to 15 million cartridges (compared to 75 million in 1983) should end up in consumer's hands.

### Coin-Op on Upswing Also

As a side note to all of this, the New York Times ran another article on September 28th in which they talked about the resurgence of coin-op amusement centers...another area left for dead. Peak revenues in 1981 were \$140 (per machine) a week, they dropped to \$55 a week in 1984 and are now on the rise again with revenues currently at \$70 per week. There's no question...whether it's at home or in your local amusement arcade...the incredible advances in gameplay and graphics are bringing the crowds back in!

## Coming from Sega

SPACE HARRIER by Sega, a current favorite in the arcades for its three-dimensional look and speedy challenge, is in the works as a two-megabit cartridge for the Sega Master System. (Look for it early next year.) This month Sega plans to introduce the first of the sports Mega Cartridges, GREAT ICE HOCKEY and GREAT TENNIS, as well as the Sports Pad Controller for them. GREAT BASEBALL, GREAT FOOTBALL, and GREAT GOLF are next in line.

## Persistent Rumor Department

After taking the umpteenth call from yet another hopeful Atari 2600 owner asking about the "new games" they had heard Activision was designing for the 2600, we decided that it was time to give that rumor a proper burial. (Besides, the folks at Activision must be getting awfully tired of our asking them about new games for the Atari 2600.) Here it is in irrefutable black-and-white: Activision has NO plans for new games for the 2600! If they should ever change their minds, you can be sure you'll hear about it from us—but don't hold your breath!

## Computer Entertainer Visits Japan

Computer Entertainer has just returned from a few days in Japan where we went to see, for ourselves, all the hoopla surrounding games. We'll be reporting on what we saw and our impressions over the next couple of issues (once our two weary staffers catch up on their sleep!). Suffice to say, Japan and its people are "into games" in a big way, with kids and adults alike crowding around displays and monitors trying their hand at conquering the latest game!

## Issue Packed

We could see it coming as all the software companies have been selling us over the past two or three months that they had big release plans for the Christmas-selling season. We braced ourselves...but, even it that, we weren't ready for the onslaught of material and programs to be reviewed this month! We knew we were in trouble. How do you decide which reviews to drop? For every person who complains that we include a particular review, there's someone else who complains if we don't cover something! So, if the print looks a little smaller than normal this month, you're not imagining things! We shrunk the print size a big which allowed us to pack about 30% more in this month so you don't have to wait another month for the news you need for the holiday season gift-giving time. We expect, while the December releases should slow down some (it's a big late to get shelf space for Christmas), next month's issue to reflect lots of product as well. We had a few games hit our offices right before deadline, with the promise of more "in the mail."

## Court Upholds Broderbund's Copyright of "The Print Shop"

In a U.S. District Court lawsuit brought against Unison World, Inc., makers of "Printmaster," Broderbund's claim that Unison had copied the menus, visual displays, and general structure and organization of "The Print Shop," thereby committing copyright infringement, was upheld. Unison had argued that these elements of a computer program were not copyrightable, except in the case of a video game. If the decision stands after Unison's planned appeal, its effect is likely to be felt quite strongly in the software design community, since "clones" and "knockoffs" which look very much like existing, successful programs have increased in number. According to Broderbund president Douglas Carlston, "From now on, software pirates will have to think twice before exploiting the creativity of a competitor by simply duplicating the screens of an already successful program."



## Baby On Board Parady

While owners of Activision's HACKER II have already discovered it, we thought we'd pass along something we got a chuckle from. The yellow "Baby On Board" signs have cropped up in automobiles all over America, as well as various parodies which people are sporting. Activision has come up with its own which comes packaged with Hacker II. "HACKER ON BOARD" looks just like the various yellow signs; however, it's designed more as a bumper sticker with a sticky backing. We've got one on our car...just for fun!

## Subscription Price to Rise

We've gone through two postal rate hikes, as well as printing increases—all without raising the cost of subscriptions. Unfortunately, with the latest round of increases from both our printing and paper supplier, we are forced to raise our subscription prices, Effective January 1, 1987.

Regardless of whether your subscription is up for renewal or not, you may elect to renew prior to December 31, 1986 at the current rates. We are also continuing to honor your Christmas Gift Subscriptions for your friends and family through 12/31/86 at \$19.00 per year (over 40% off cover price). We appreciate your past support and thank you for your understanding (Subscriber Buying Service will still offer the same low prices)

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# AVAILABILITY UPDATE

## ATARI XL/XE

OCTOBER  
Age of Adventure (EA)  
Ali Realy: 2 Dungeon (DS)  
Gudeman (AH)  
Gunslinger (DS)  
Mail Order Monsters (EA)  
Mercenary: 2nd City (DS)  
x-Mind Pursuit (DS)  
x-Moonmist (INF)  
Spy's Adv/Europe (PEN)  
Spy's Adv/N America (PEN)  
Spy's Adv/S America (PEN)  
x-Theatre Europe (DS)  
Video Title Shop (DS)  
Video Vegas (BAU)  
Wargame Construction Set (SSI)  
NOVEMBER  
Pawn, The (FIR)  
Warship (SSI)  
221B Baker Street (DS)  
DECEMBER  
Phantasia (SSI)  
Ultima I (ORJ)  
FOURTH QUARTER  
Coveted Mirror (PEN)  
Crinson Crown (PEN)  
Donald Duck Playdrg (SIE)  
Frank's Ernest Adv (PEN)  
Ogre (ORJ)  
Oo-Topos (PEN)  
Wormie the Pooh (SIE)  
JANUARY  
Infiltrator (MIN)  
FIRST QUARTER 1987  
Bismarck (DS)  
Bop'N Wrestle (MIN)  
Swords & Sorcery (DS)  
Tobruk (DS)  
Wrath of Denebator (SIE)  
SECOND QUARTER 1987  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)  
THIRD QUARTER 1987  
Gunship (MIC)  
Margaritaville (PEN)  
Spy's Adv/Pacif. Islands (PEN)

## ATARI ST

OCTOBER  
Ali Realy: City (DS)  
Chessmaster 2000 (ST)  
x-DEGAS Elite (BI)  
x-Fit Simulator II (SUB)  
x-GBA Champ Basketball (GAM)  
x-Golden Odds (ST)  
x-Igaur Portfolio (BI)  
x-Mercenary/Escap (DS)  
x-Moonmist (INF)  
x-Shanghai (ACT)  
Spy's Adv/Europe (PEN)  
Spy's Adv/N America (PEN)  
Spy's Adv/S America (PEN)  
x-Star Fleet I (INS)  
x-Starglider (FIR)  
Super Cycle (EPY)  
x-Tax Times/Townetown (ACT)  
x-Ultima III (ORJ)  
x-World Games (EPY)  
NOVEMBER  
AutoDuel (ORJ)  
Balance of Power (MIN)  
Championship Baseball (GAM)  
Championship Wrestling (EPY)  
Dollars & Sense (MON)  
GFL Championship Football (GAM)  
New Tech Coloring Bk (ST)  
Ogre (ORJ)  
S.D.I. (MDS)  
Skyfox (EA)  
World Karate Champshp (EPY)  
DECEMBER  
Phantasia II (SSI)  
Portal (ACT)  
FOURTH QUARTER  
Donald Duck Playdrg (SIE)  
Frank's Ernest Adv (PEN)  
GATO (SFE)  
King's Quest (SIE)  
Orbiter (SPE)  
Quest, The (PEN)  
Sierra 3D Helicopter Sim (SIE)  
Space Quest (SIE)  
FIRST QUARTER 1987  
B Graph (BI)  
BTS Spreadsheet (BI)  
Consultant (BI)  
Contact (BI)  
Defender of Crown (MDS)  
Kings Quest III (SIE)  
PaperClip Elite (BI)  
SECOND QUARTER 1987  
Gunship (MIC)  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)  
THIRD QUARTER 1987  
Margaritaville (PEN)  
Spy's Adv/Pacif. Islands (PEN)

## COMMODORE 64/128

SEPTEMBER  
x-Fairlight (MIN)  
x-High Roller (MIN)  
x-Indoor Sports (MIN)  
x-RoadWar 2000 (SSI)  
OCTOBER  
Ali Realy: Dungeon (DS)  
AutoDuel (ORJ)  
x-Balk on Radar (INS)  
Bard's Tale 2 (EA)  
x-Championship Baseball (GAM)  
x-Championship Wrestling (EPY)  
Darkhorn (AH)  
x-Destroyer (EPY)  
x-Dr. Ruth Game/Good Sex (AH)  
Executive Leader Board (ACC)

x-GameMaker Sci Fic Lib (ACT)  
x-GameMaker Sports Lib (ACT)  
x-Gemstone Healer (SSI)  
x-Graphics Lib Holiday Edn (BRO)  
Gudeman (AH)  
x-Gunship (MIC)  
Gunslinger (DS)  
x-Iwo Jima/Falklands (FIR)  
Labyrinth (ACT)  
Mercenary: 2nd City (DS)  
x-Mochius (ORJ)  
x-Moonmist (INF)  
x-Movie Monster Game (EPY)  
Murder Party (EA)  
x-Paper Models/Xmas (ACT)  
Pawn, The (FIR)  
x-Quizam! (INS)  
x-Robot Rascals (EA)  
x-Shanghai (ACT)  
x-Sharp of Spring (SSI)  
x-Spndizzy (ED)  
Spy's Adv/Europe (PEN)  
Spy's Adv/N America (PEN)  
Spy's Adv/S America (PEN)  
x-Tag Team Wrestling (DE)  
x-Theatre Europe (DS)  
Titanic (ED)  
x-Toy Shop (BRO)  
x-Transformers (ACT)  
x-Type! (BRO)  
Video Title Shop (DS)  
Video Vegas (BAU)  
x-Warship (SSI)  
Wrath of Denebator (SIE)  
x-Zoids (ED)  
x-10th Frame (ACC)  
NOVEMBER  
Amnesia (EA)  
Arctus Fox (EA)  
GFL Championship Pootball (GAM)  
Ghost'n Goblins (CAP)  
Gunsmoke (CAP)  
Howard the Duck (ACT)  
Killed Until Dead (ACC)  
Portal (ACT)  
Ruth's Attack/Ye Ar Kung Fu (KON)  
Wargame Construction Set (SSI)  
1942 (CAP)  
221B Baker Street (DS)  
DECEMBER  
Ultima I (ORJ)  
FOURTH QUARTER  
Deadly Summer (BRO)  
Destroyer (MIC)  
Scoop, The (TEL)  
Swords & Sorcery (DS)  
Tobruk (DS)  
SECOND QUARTER 1987  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)  
THIRD QUARTER 1987  
Margaritaville (PEN)  
Spy's Adv/Pacif. Islands (PEN)

## COMMODORE 128

OCTOBER  
x-PaperClip Elite (BI)  
Pawn, The (FIR)  
FOURTH QUARTER  
Championship Golf V.1 (GAM)  
Scoop, The (TEL)  
Term Paper Writer (PCS)  
AMIGA  
OCTOBER  
x-Balance of Power (MIN)  
x-Moonmist (INF)  
x-GBA Champ Basketball (GAM)  
New Tech Coloring Bk (ST)  
x-Shanghai (ACT)  
Spy's Adv/Europe (PEN)  
Spy's Adv/N America (PEN)  
Spy's Adv/S America (PEN)  
x-Star Fleet I (INS)  
Starglider (FIR)  
x-Tax Times/Townetown (ACT)  
x-Ultima III (ORJ)  
x-Video Vegas (BAU)  
NOVEMBER  
Ali Realy: City (DS)  
AutoDuel (ORJ)  
Defender of Crown (MDS)  
Kings Quest III (SIE)  
PaperClip Elite (BI)  
SECOND QUARTER 1987  
Gunship (MIC)  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)  
THIRD QUARTER 1987  
Margaritaville (PEN)  
Spy's Adv/Pacif. Islands (PEN)  
OCTOBER  
x-Paintworks Plus (ACT)  
Paper Models/Xmas (ACT)  
816Palm (BAU)  
NOVEMBER  
King's Quest III (SIE)  
Silent Service (MIC)  
Space Quest (SIE)  
FOURTH QUARTER  
Famavision (BRO)  
Managing Yr Money (MEC)  
Print Shop (SPE)  
Writer's Choice Elite (PCS)  
JANUARY 1987  
Defender of Crown (MDS)  
King of Chicago (MDS)  
Puppy Love (AW)

FIRST QUARTER '87  
Contact (BI)  
King's Quest III (SIE)  
PaperClip Elite (BI)  
Phantasia (SSI)  
Smbad & Throne/Falcon (MDS)  
Star Rush (MDS)  
SECOND QUARTER 1987  
Gunship (MIC)  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)

## APPLE IIe/IIc

SEPTEMBER  
x-Goldfinger (MIN)  
x-Ring Quest (ORJ)  
OCTOBER  
x-Aishear (BRO)  
Ali Realy: Dungeon (DS)  
x-Animate (BRO)  
x-Arctus Fox (EA)  
Bop'N Wrestle (MIN)  
x-Coveted Mirror (PEN)  
x-D Francis High Stakes (MIN)  
x-Dimey Card Party Shop (BAN)  
x-Disney Comic Strip (BAN)  
x-Dr. Ruth Game/Good Sex (AH)  
x-GameMaker Sci Fic Lib (ACT)  
x-GameMaker Sports Lib (ACT)  
x-Graphics Lib Holiday Edn (BRO)  
x-Graphics Scrapbook 1&2 (EPY)  
Gudeman (AH)  
Gunslinger (DS)  
Indiana Jones Revenge (MIN)  
Infiltrator (MIN)  
x-Japan Scenery Disk (SUB)  
x-Jet (SUB)  
Labyrinth (ACT)  
Lords of Conquest (EA)  
Murder Party (EA)  
x-Moonmist (INF)  
x-Paper Models/Xmas (ACT)  
Pawn, The (FIR)  
Pai's Trading Co (ACC)  
Ruth's Attack/Ye Ar Kung Fu (KON)  
x-Robot Rascals (EA)  
x-San Fran. Scenery Disk (SUB)  
x-Spy's Adv/Europe (PEN)  
x-Spy's Adv/N America (PEN)  
x-Spy's Adv/S America (PEN)  
x-Term Paper Writer (PCS)  
x-Theatre Europe (DS)  
Titanic (ED)  
x-Type! (BRO)  
x-Warship (SSI)  
x-World Karate Champshp (EPY)  
x-Where In USA/C Sandiego? (BRO)  
Wrath of Denebator (SIE)  
NOVEMBER  
Award Maker Plus (BAU)  
Bard's Tale 2 (EA)  
Championship Baseball (GAM)  
Championship Wrestling (EPY)  
Dark Lord (EA)  
GBA Champ Basketball (GAM)  
Gemstone Healer (SSI)  
GFL Champshp Football (GAM)  
Howard the Duck (ACT)  
Marble Madness (EA)  
Portal (ACT)  
Scoop, The (TEL)  
Spndizzy (ED)  
Ultima I (ORJ)  
World Games (EPY)  
221B Baker Street (DS)  
DECEMBER  
Destroyer (EPY)  
Movie Monster Game (EPY)  
Quizam! (INS)  
FOURTH QUARTER  
Darkhorn (AH)  
Deadly Summer (BRO)  
Frank's Ernest Adv (PEN)  
House/Changes (BRO)  
H Johnson Wine Cellar (SS)  
Roman (BRO)  
Sub Mission (MIN)  
Superbowl Sunday (AH)  
JANUARY  
Balance of Power (MIN)  
Championship Golf V.1 (GAM)  
Zoids (ED)  
MARCH  
Killed Until Dead (ACC)  
FIRST QUARTER 1987  
Ancient Art of War (BRO)  
Bismarck (DS)  
Gunship (MIC)  
Kings Quest III-128K (SIE)  
Space Quest-128K (SIE)  
Swords & Sorcery (DS)  
Tobruk (DS)  
Variable Feasts (BRO)  
SECOND QUARTER 1987  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)

## APPLE IIGS

OCTOBER  
x-Paintworks Plus (ACT)  
Paper Models/Xmas (ACT)  
816Palm (BAU)  
NOVEMBER  
King's Quest III (SIE)  
Silent Service (MIC)  
Space Quest (SIE)  
FOURTH QUARTER  
Famavision (BRO)  
Managing Yr Money (MEC)  
Print Shop (SPE)  
Writer's Choice Elite (PCS)  
JANUARY 1987  
Defender of Crown (MDS)  
King of Chicago (MDS)  
Puppy Love (AW)

## FIRST QUARTER 1987

Drawing Table (BRO)  
Newsmaker (BRO)  
Word Games (EPY)

## MACINTOSH

OCTOBER  
Ali Realy: City (DS)  
Chessmaster 2000 (ST)  
x-D Francis High Stakes (MIN)  
x-Ferran Grand Prix (BUL)  
x-Goldfinger (MIN)  
Indiana Jones/Revenge (MIN)  
Mac Pro Football (AH)  
x-Moonmist (INF)  
x-Paper Models/Xmas Kit (ACT)  
x-Patton Vs. Rommel (EA)  
Pawn, The (FIR)  
Spy's Adv/Europe (PEN)  
Spy's Adv/N America (PEN)  
Spy's Adv/S America (PEN)  
x-Tax Times/Townetown (ACT)  
NOVEMBER  
AutoDuel (ORJ)  
Igaur Portfolio (BI)  
King of Chicago (MDS)  
Phantasia (SSI)  
Seven Cases/Gold (EA)  
Thunder (BI)  
DECEMBER  
North Atlantic '86 (SSI)  
Portal (ACT)  
FOURTH QUARTER  
Championship Golf V.1 (GAM)  
Coveted Mirror (PEN)  
Dark Castle (SIL)  
Frank's Ernest Adv (PEN)  
Hardball (ACC)  
Kings Quest III (SIE)  
Kings Quest II (SIE)  
Oo-Topos (PEN)  
Orbiter (SPE)  
Star Trek Kobayashi (SS)  
Ultima IV (ORJ)  
FIRST QUARTER 1987  
Defender of Crown (MDS)  
Star Fleet I (INS)  
SECOND QUARTER 1987  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)

## IBM PC-PCjr/Tandy 1000

OCTOBER  
Ali Realy: City (DS)  
x-D Francis High Stakes (MIN)  
x-Dr. Ruth Game/Good Sex (AH)  
x-Getsygar/Turning Pt (SSI)  
x-Goldfinger (MIN)  
x-Graphics Scrapbook 1&2 (EPY)  
Hardball (ACC)  
H Johnson Wine Cellar (SS)  
Indiana Jones/Revenge (MIN)  
Infiltrator (MIN)  
x-Murder Party (EA)  
x-Moonmist (INF)  
x-Paper Models/Xmas (ACT)  
x-Prmi Shop Companion (BRO)  
Radio Baseball (EA)  
x-Shanghai (ACT)  
Sierra 3D Helicopter Sim (SIE)  
x-Space Quest (SIE)  
Spy's Adv/Europe (PEN)  
Spy's Adv/N America (PEN)  
Spy's Adv/S America (PEN)  
x-Sub Mission (MIN)  
x-Term Paper Writer (PCS)  
x-Type! (BRO)  
x-Where In World/C Sandiego? (BRO)  
x-World Karate Champshp (EPY)  
NOVEMBER  
Amnesia (EA)  
Bop'N Wrestle (MIN)  
Championship Baseball (GAM)  
GBA Champ Basketball (GAM)  
GFL Champshp Football (GAM)  
Kings Quest III (SIE)  
Macheth (AH)  
Mind Pursuit (DS)  
Operation Madet Gdn (SSI)  
Roman (BRO)  
Superbowl Sunday (AH)  
JANUARY  
Phantasia (SSI)  
Sharp of Spring (SSI)  
FIRST QUARTER 1987  
Defender of Crown (MDS)  
Gunship (MIC)  
Pawn, The (FIR)  
Variable Feasts (BRO)  
SECOND QUARTER 1987  
Spy's Adv/Africa (PEN)  
Spy's Adv/Asia (PEN)

## INTERACTIVE VCR

TULIPS  
OCTOBER  
Behind the Screen (SPN)  
Operation Murder (SPN)

## INTELLIVISION

OCTOBER  
Hover Force (INT)  
x-Super Pro Football (INT)

DECEMBER  
Tower of Doom (INT)  
FIRST QUARTER 1987  
Commando (INT)  
Karate Champ (INT)

## ATARI 2600

OCTOBER  
x-Pac-Man Jr. (AT)  
NOVEMBER  
Midnight Magic (AT)  
Solans (AT)

## ATARI 7800

NOVEMBER  
Xenious (AT)  
FOURTH QUARTER  
Ballblazer (AT)  
Choplifter (AT)  
Desert Falcon (AT)  
GATO (AT)  
Hatrik (AT)  
Impos Mission (AT)  
Karateka (AT)  
1-on-1 Basketball (AT)  
Skyfox (AT)  
Summer Games (AT)  
Super Huey (AT)  
Touchdown Football (AT)  
Winner Games (AT)

## NINTENDO

SEPTEMBER  
x-Balloon Fight (NIN)  
x-Gumshoe (NIN)  
OCTOBER  
x-Chubby Cherbub (BND)  
x-M.U.S.C.L.E. (BND)  
x-Ninja Kid (BND)  
x-Tag Team Wrestling (DE)  
NOVEMBER  
Commando (CAP)  
Ghost'n Goblins (CAP)  
Gradus (KON)  
Karate Champ (DE)  
1942 (CAP)  
FIRST QUARTER 1987  
Ring King (DE)

## SEGA MASTER SYSTEM

OCTOBER  
Action Fighter (SEG)  
Black Belt (SEG)  
x-F-16 Fighting Falcon (SEG)  
Marksmen/Trap Shooting (SEG)  
x-TransBot (SEG)  
x-World GP (SEG)  
NOVEMBER  
Great Ice Hockey (SEG)  
Great Tennis (SEG)  
Sports Pad (SEG)  
DECEMBER  
Great Baseball (SEG)  
Great Football (SEG)  
Great Golf (SEG)  
FOURTH QUARTER  
Bank Panic (SEG)  
Graphics Board (SEG)  
Great Boxing (SEG)  
Ninja (SEG)  
Pro Wrestling (SEG)  
Rambo (SEG)  
FIRST QUARTER 1987  
Space Harrier (SEG)

## COMPANY CODES

ACC. Access  
ACC. Accolade  
ACT. Actvision  
AG. Avanti Garte  
AH. Avalon Hill  
AI. Avalon Hill  
AW. Addison-Wesley  
BAN. Bantam  
BAU. Bushville  
BI. Bancages Inc  
BLU. Bluechop S/W  
BND. Bantia  
BRO. Broderbund  
BUL. Bullseye S/W  
CAP. Capcom USA  
COM. Commodore  
COS. Cosmi  
DE. Data East  
DS. DataSoft  
EA. Electronic Arts  
ED. Electronic Dreams  
EPY. Epyx  
ET. Electronic Teams  
FIR. Firebird  
GAM. Gamestar  
GRO. Gremlin  
HAY. Hayden  
INF. Infocom  
INS. Intersel  
INT. INTV Inc  
KON. Konami  
MDS. Master Design S/W  
MEC. MECA  
MIC. Microprose  
MIS. Microsoft  
MIN. Mindscape  
MON. Monogram  
NIN. Nintendo  
ORI. Origin Systems  
PCS. Personal Choice S/W  
PEN. Penguin/Polarware  
SEG. Sega  
SCR. Scarborough  
SIE. Sierra  
SIL. Silicon Beach S/W  
SIR. SirTech  
SPE. Spectrum-Holobyte  
SPN. Spinmaker  
SPR. Springboard  
SS. Simon & Schuster  
SSG. Strategic Studies Gp  
SSI. Strategic Simulations  
ST. Software Toolworks  
SUB. Sublogic  
TEL. Telarum

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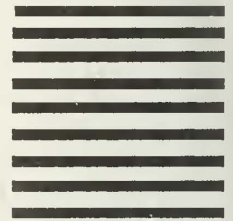
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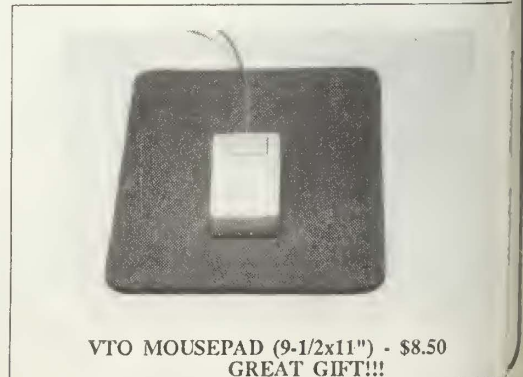
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